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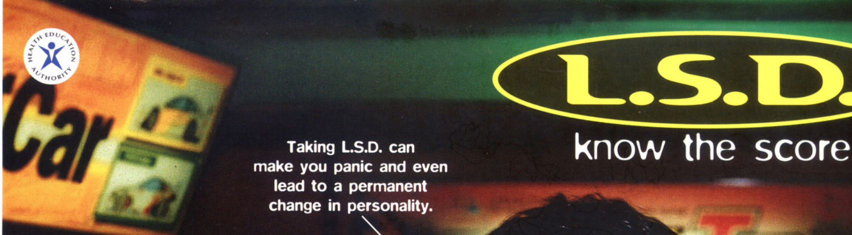
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COMPUTER CABIN!

6 PAGE TIPS SECTION

Our very own Alex Huhtala gives some hints on **Tomb Raider**. We have a whole page of **High Scores** for you to laugh at or lose control over. There's some especially good bargains in the Classifieds section. And our fighting game expert, Yas Hunter, takes you through some cool combos in **Tobal No.1**. Drawins too!

TOBAL NO 1 MOVES LIST

ARCADE

P88 TEKKEN 3

CAN NAMCO'S FOLLOW-UP TO LAST YEAR'S ARCADE SENSATION CRUSH VIRTUA FIGHTER 3?

ARCADE




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OUR EXCLUSIVE SFIII REPORT IS BY SOMEBODY WHO PLAYTESTED THE GAME, SO HAS FIRST-HAND KNOWLEDGE!

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WANT TO BE THE FIRST TO SEE THIS COOL NEW FILM? WELL TOUGH – WE SAW IT AGES AGO!



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EASY REFERENCE TO EVERY GAME IN CVG.

GAMES YOU COULD LEARN TO LOVE

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YOU WHO SHALL BE OBEYED

With Christmas long gone, we now have a much better idea of who you are and what you want from CVG. We know that there is a hardcore userbase of Saturn owners looking at what we have to say very closely, and a larger number of PlayStation fans who require guidance through a minefield of software. 1996 was the first BIG Christmas for these machines, and soon we'll learn just how many of you are holding off for the arrival of N64. But there's another contender for the mainstream audience now very much in effect – the PC. It hasn't been our main focus for the past 18 months, but we now expect that a significant number of people reading this are now eager to get better accustomed with that area of gaming. And we're only to happy to be of assistance. Could be we're on the verge of seeing the home computer steel a march on the dedicated consoles once more, as the Amiga did before Mega Drive and Super NES were taken on board. Whether we'll see PC developers trying to imitate what the consoles have been doing, or an exciting new breed of video games born through the event is uncertain. As ever CVG is here to listen to any suggestions our readers have. So why not write and let us know if you are raring to go with your PC but don't know which direction to head off in first. We'll be sure to take into account your needs. **Paul Davies**

HAPPY NEW YEAR - "AKIMASHITE OMEDETO GOZAIMASU"

Don't know what you were doing over Christmas and New Year, but Paul was lucky enough to go to Tokyo for the holiday season. There's loads of cool things available to buy over there, so it wasn't too hard for Paul to find the right present to suit the CVG team's varying tastes.

TAMAGOTCH (ED)
Takes the concept of Dogz and Catz and shrinks it down to portable size. The name means Egg Watch – it tells the time and hatches an egg. The curious part is the little creature which is born, who the owner is required to feed, toilet, and train for the good of its health.

NiGHTS STORYBOOK (TOM)
Tom was the first guy in the office to wave his arms around in the air and shout "I LOVE NiGHTS". So this beautifully illustrated story book seemed like the best idea at the time. Can't read a word though.

TETRIS JR (ALEX)
These 'miniature' miniature games machines have been all the rage in Japan recently. Though they only play one game – Tetris, Space Invaders, Space Panic and so on – they're popular because they are so tiny. Seriously loads of people were playing these.

GODZILLA TOOTHBRUSH HOLDER (MIKE)
What to give a bloke who doesn't smile an awful lot. Ah-hah – a toothbrush holder with a nasty monster to grin at him each morning. If nothing else Mike can say "Oo you smilin' at?!" each day as a warm up exercise.

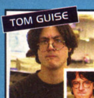
STREET FIGHTER III CHARACTER BOOK (JAIME)
If Street Fighter III turns out to be a load of old rubbish Jaime will be one of the most miserable people the planet has ever known. Until we find out for sure this book off art and anims keeps hopes high.



EDITOR

CURRENT FAV GAMES:
- Fighters Megamix
- Christmas NiGHTS
- Legacy of Kain
- Mario Kart 64
- Rage Racer
- Virtual On

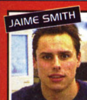
As it's Paul's Birthday this month you'd expect that he would be allowed to take things easy. Only that's not possible – this is CVG remember. However, there are ways of doing playing loads of games and doing stupid piles of work so that it doesn't actually feel as though a person is doing so. Paul's method has been to do nothing all day, play games before going to bed, then write all about it in his sleep, with one hand behind his back, singing Alanis Morisette songs while gargling dishwater. He's not mad, oh no. Despite what some people might say.



DEP EDITOR

CURRENT FAV GAMES:
- QuakeWorld
- WipeOut 2097
- Rage Racer
- PaRappa the Rapper
- Time Crisis
- Super Mario 64

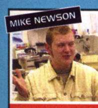
We know you like reading 'behind the scenes' stuff, so here's something. Our most practiced idle-lay-about and office prankster was given the opportunity to redeem himself recently, with the task of producing a water-tight schedule for the effective production of CVG. This he did in double quick time. Impressed? We almost were. Until we realised Tom had allocated himself the usual three pages and carefully managed it so the rest of us were working until 4:00 am most days. There is planned a ceremonial kicking of Tom's lardy arse to which you are all invited.



ART EDITOR

CURRENT FAV GAMES:
- SF Alpha (arcade)
- Street Fighter EX
- Mario Kart 64
- AOL chat
- PaRappa the Rapper
- Tekken 3

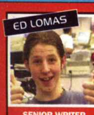
We've all a lot to learn from Jaime Smith, this mild mannered gentleman of old-fashioned value. Though he's no hat to doff, nor cape to proffer for the ladies, Jaime carries himself exquisitely. To him video games are merely another essential part of social etiquette in which he excels, alongside refreshing after-dinner jokes and badminton. In his new home we believe Jaime has begun a fine cabinet collection of model cars, which he has lacquered to preserve them. Evidently this makes him quite the expert on *Mario Kart 64* without question. We are honoured, I'm sure.



DEP ART EDITOR

CURRENT FAV GAMES:
- Mario Kart 64
- C&C Red Alert
- SF Alpha (arcade)
- Quake
- PaRappa the Rapper
- Puzzle Fighter

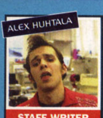
Grumpy old down in the dumps Mike is only just recovering from his dose of influenza, meaning we didn't see him for the first few days of 'term'. A good thing too because there was blather all work for him to do – which only makes him worse. Hopefully the Godzilla tooth-brush holder Paul brought Mike back from Japan will impress on him the important message that the most terrifying of legendary monsters can achieve fame if they are popular with the kids – that's why it's a good thing that Mike is part of CVG. Next month: Mike Newson Vs King Gidora.



SENIOR WRITER

CURRENT FAV GAMES:
- Fighters Megamix
- QuakeWorld
- Turok
- NiGHTS
- Doom 64
- Soul Edge

Ed returned after Christmas looking quite serene. We put this down to his charity work with the old folk, to whom Ed devotes his spare time teaching to record Emmerdale on their videos. Advanced classes include Coronation Street and EastEnders which both require multi-tasking capabilities. Indeed a lot of Ed's professional time is dedicated to assisting his fellows – usually Paul and Tom who are still all at odds with the finer workings of the PC. Ed is also teaching Mike and Jaime a thing or two about design. We noticed our MD has her appointment booked too.



STAFF WRITER

CURRENT FAV GAMES:
- Parappa the Rapper
- Quakeworld
- Victory Boxing 97
- Rage Racer
- Civilisation 2

We hired Alex for a reason. See if you can guess which one: 1. For Tom Guise to show up late everyday and we needn't worry. 2. For Ed to run around squealing blowing farts from his trousers. 3. For Paul to discover a world outside of EMAP Images other than the dawn chorus. 4. For Jaime to spend more time poncing about at the hairdressers. 5. So Mike could be hungover more often without anyone noticing. 6. To exorcise EMAP Images of any lame Ace Ventura gags which may still be lingering after so many years. This can be a private competition between yourselves, and you can rest assured that there is no right or wrong answer.

NEWS

SEGA IN SHOCK MERGER WITH BANDAI!!

In one of the most incredible news stories ever to hit the video games industry, world-famous games giants Sega have merged with top toy manufacturers, Bandai!

The move, which was announced on Thursday 23rd January, will take place as of the 1st October, and will result in Sega absorbing Bandai, to create an all-new multimedia entertainment conglomerate with total consolidated earnings reaching around 600 billion Yen (around £4 billion)! The new company is to be called SEGA BANDAI LTD and both firms say it will allow them to carve a position as a major player in the global entertainment industry, by combining their strengths and resources.

Sega are Japan's largest arcade machine manufacturers, and the country's second largest console producer. Its profits currently total Y39.1 billion. Bandai is a major toy company in Japan, with top-selling character-based toys such as Power Rangers, Gundam and Sailor Moon. It's also responsible for the biggest toy craze in Japan at the moment – the pocket-sized Tamagochi (see Editorial for more details on this toy!). Bandai's profits total Y21.7 billion. Total capitalised profit for the new Sega Bandai Ltd will be around Y60 billion, making it a very potent company. Although the merger is of an equal basis, Bandai itself will dissolve, with a share exchange deal rating Bandai shares at 1 for every 0.76 Sega ones. Interestingly, it is Bandai's president, Makoto Yamashina, who will be appointed president of the new conglomerate. Sega's president, Hayao Nakayama, will become vice president in charge of corporate strategies. A third company is also involved. The CSK Group – a major information service firm which holds a 20% share in Sega – will contribute its information technologies to Sega Bandai Ltd. CSK's chairman, Isao Okawa, will become the new company's chairman. Its share ratio will remain the same in the new firm.



Virtua Cop 2. Imagine action figures and cartoons!



Did we ever see a decent range of Sonic toys. Nope.

WHAT'S THE REASON BEHIND IT ALL!

An event of this magnitude is naturally going to send shockwaves through the video games industry, particularly in both companies home territory of Japan. But was it to be expected, is it good news, and what are its effects going to be? The decision is said to be a result of difficult situations at both companies. Sega has been faced with increased competition from Sony Computer Entertainment and the PlayStation, which has been gaining a larger market share, notably here in Europe and in the US. Also, the launch of N64 as a direct competitor for Saturn – and PlayStation – has intensified rivalry in the games industry.

It is of note too, that early in January, Bandai announced loses of 9 billion Yen. This is said to be due to a drop in game sales and a poor reception to its Apple Macintosh-related console, the Pippin Atmark.

It is also thought that this move is a response to the mergers of a large number of American companies. Bandai's president, Yamashina, says they chose Sega for the merger, because he believes an American style of top-down management is essential to survive the intensifying global competition. He also considers Sega to have a president with strong management policy.

The Tokyo Stock Exchange on the day of the of the announcement, gave some indication of what shareholders thought of the move. Bandai shares shot up, while Sega's ended down. A reflection of general feeling that Bandai will now benefit from access to a vital overseas market and new technologies. Sega on the other hand, are seen to be conceding they can no longer compete against their main rivals on their own.

Analysts see this merger as the first step in a major reorganisation of the market. And there are rumours that Nintendo may also form a strategic merger this year, as Nintendo 64 continues to struggle.



THE AFTER MATH – SEGA BANDAI!

So how will the new merger affect the Sega that we're familiar with? Well hopefully, things should be better than ever.

The new conglomerate will have three separate departments dealing with game machines, multimedia networking and toys. Sega's president, Hayao Nakayama, is quoted as saying "Sega is strong in high-tech areas such as virtual reality and 3D computer graphics, but that is not enough. We can learn a lot from Bandai's marketing and product-planning, backed by high-quality characters." He also believe they will now have access to a larger group of customers, adding the young market of Bandai to the teen groups they already appeal to. Potentially, Sega are now in a much better position to succeed. If their union with Bandai can give quality games like *NiGHTS* and the *Virtua Fighter* series the same appeal as the Power Rangers, Sega could have a very good 1997.



Bandai are good at pushing characters. Can they succeed with the Sega range?

NEWS

INTEL LAUNCH MMX

On January 8 1997 Intel launched the Pentium MMX chip set to become the PC standard for... well hopefully at least another year! Steve Poole, Vice President Sales & General Manager of Intel for Europe, explained that there has to come a time where people decide they require the service of a PC. We should expect to see change on a yearly basis. Up until January 8 1997 the best money could buy was a Pentium 200 MHz with approximately 32 Mb of RAM, now it's the same thing only enhanced with MMX.

The presentation hosted by Intel centred around the idea that Intel had a product that everyone should want. Yep! So important is MMX technology to Intel that it is described as being "the most significant enhancement to the Intel Architecture since the Intel386™ processor, which extended the architecture to 32 bits." This has mostly to do with a new processing technique called Single Instruction, Multiple Data (SIMD). Existing Pentium technology handles information one byte at a time. MMX is able to process 8 bytes of graphics data as one single instruction!

Obviously the driving force behind MMX development has been the desire to accelerate performance in the area of multimedia. Intel claim a 60 percent increase in performance with software developed for MMX, and even a 10-20% increase for non-MMX software. This covers the kinds of audio/ video applications required to experience entertainment downloaded from the Internet. More importantly for CVG readers this means enhanced performance in games!!!

ONLINE

The majority of MMX based software has been created to take full advantage of the Internet – including the arcade-style games so far typified by th e likes of Sega's *Virtual On*, and UboSoft's *POD*. Educational applications such as DK Multimedia's Ultimate Body 2 allows users to access health and fitness information from DK Multimedia's home page. Space Station Simulator from Maris Multimedia keeps users in touch with actual progress of the forthcoming International Space Station, and allow them to exchange designs of their own.

VIRTUAL ON

SEGA

MMX has allowed Sega to perform an almost direct translation from their Model 2 board – at 30 frames per second, fully light-sourced, and in full 16-bit colour. This version is also playable over a network (LAN, modem, or serial cables). There's also a two-player split screen mode. Below are actual pictures of MMX *Virtual On*!









POD

UBI SOFT

This game runs full speed at the highest screen resolution of 640x480, and utilises Dolby Surround Sound – another key MMX feature is advanced audio – and players may download patches from the Ubi Soft Web site. *POD* is also playable over the network, even while in split-screen mode.









SPACE STATION SIMULATOR

MARIS MULTIMEDIA

The actual International Space Station – a joint collaboration between the United States, the member countries of the European Space Agency, Japan, Russia and Canada – won't be operational until 2002. The Maris VR technology used to explore the station in 1997 is enhanced by MMX.



Want to look at technology of the future. Here it is!

ULTIMATE HUMAN BODY 2

DORLING KINDERSLEY

It's easy to take what's on offer here for granted, but the 3D models created to help you learn in UHB2 can be effortlessly manipulated in real time. This title also demos the amazing 2D capabilities of MMX, allowing multiple overlays of complex patterns, movable without a hint of shudder.



The ultimate human body. Ed Lomas map not available.

UPGRADES

Presently it's not possible to upgrade your PC to support MMX technology – the motherboard is completely different. Later this year, however, Intel are to release the Pentium OverDrive processor which will incorporate MMX. The price should be less than £300.

The following computer manufacturers already offer Pentium Processors with MMX technology, and attended the launch on 8 January.

Colossus
Commodore
Compaq
Dan Technology
Dell
Elonex
Evesham Micros
Fujitsu ICL
Gateway 2000
Hewlett Packard
IBM
Mitsubishi Electric PC Division
MJN
Olivetti
Opus
Packard Bell NEC
SNI
Texas Instruments
Tiny
Toshiba
Viglen



The new Mitsubishi/ Apricot top of the range, multimedia PC. Now powered by MMX of course!

ENIX FORSAKE NINTENDO 64 DD

Dragon Quest VII (*DQVII*) by Enix – originally destined to be a Nintendo 64 DD exclusive – is now to debut on PlayStation. The announcement made on 14 January came as a massive shock to Nintendo gamers who have been following the series on the Famicom (NES) and Super Famicom (Super NES) since it began in 1986.
Even more so than *Final Fantasy*, the Dragon Quest name is of utmost significance to the Japanese video game market. Whichever system supports the next instalment of this multi-million selling saga WILL become the most powerful. Everyone has been rumoured to have been talking to Enix in order that *DQVII* would be developed for their system. In the end Enix decided on Sony's machine simply because there are now far more PlayStation users out there. Given the massive Super Famicom userbase in Japan, it is obvious that not all of them have decided upon their next machine – Saturn, PlayStation, or Nintendo 64. This latest announcement is almost certain to have made that decision for them.
On a more general note, Enix haven't ruled out the N64 altogether. They still intend to produce software for that system and have titles already in development. Saturn too is said to have Enix games in development. But not *Dragon Quest VII*. Expect PS *DQVII* sometime in early 1999, and to eat up around three or four CDs.



Dragon Quest – the greatest gaming phenomenon in Japan. Now heading for PlayStation.

ENIX ANNOUNCE SECOND DESIGN-A-GAME COMPETITION

To continue encouraging the development of innovative new software Enix have announced a follow-up to last year's Internet Entertainment Contest. With a grand prize of US $200, 000, the contest welcomes anyone and everyone to participate with no restrictions on age, nationality, and game genre." Full details are on Enix's home page (http://www.marinet.or.jp/com/enix) but here's a brief summation of what's required: First of all you need to register with Enix who will then issue you with an identification number. With this you are able to submit an entry, so long as it is playable on Windows 95, Windows 3.1, MS-DOS version 6.0 or higher, Macintosh 7.0 or higher. There is no mention of entrants being allowed to use the PlayStation Yaroze. Wouldn't want to ruin *DQVII*'s chances, eh! Closing date is December 20, 1997.

SCORCHING CHRISTMAS SALES FOR PLAYSTATION!

Sony have announced that, following excellent Christmas sales, there are now 750,000 PlayStations in UK homes! High street retailers such as Dixon's and Our Price have acknowledged that PlayStation was the fastest selling games machine this Christmas. And Sony's UK director of sales, Doug Goodwin, says that Sony now have 80% market share in the CD-based videogames market. These latest figures put PlayStation sales up to 10 million worldwide, and have boosted the amount of games bought. Sony say titles like *Crash Bandicoot, Tekken 2* and *Formula One* have produced revenues of over £15 million!

MARS ATTACKS COMPETITION

Mars Attacks is one cool film. If you've checked out this month's back page you can find out all about it. To find out even more you should take a gander at this excellent new book: Mars Attacks! The Art of the Movie. In it you will find all the background information about how the film was put together, which includes: Tim Burton's original concept sketches; Storyboards and costume designs; models and blueprints; photos of the production and, best of all, how the Martians were brought to life. Those kind people at Titan books have given us three copies of the book to give away. All you have to do to win one is answer this question: What Tom Jones hit record contains the word GRASS in the title? Send your answers on a postcard to JONES THE VOICE competition, CVG Headquarters, Priory Court, 30–32 Farringdon Lane, London EC1R 3AU. If you're not one of the lucky winners, but still want to get this great book, Mars Attacks! The Art of the Movie (Titan Books, £17.99) is available now from all good bookshops.

MAKE GAMES FOR YOUR PLAYSTATION!

Already released in Japan, and now set to come to Britain, is a PlayStation system that allows people to create games at home. Designed by the PlayStation's creator, Ken Kutaragi, the Yaroze (which is Japanese for Let's Create) takes the form of a black PlayStation that plugs into a PC. Sony believe that with three-quarters of a million PlayStation owners in Britain, the potential for home-grown games could be massive.
Don't get too carried away by the idea of becoming a bedroom programmer like Geoff Crammond, Tony Crowther and Jeff Minter though. The Net Yaroze will set you back £549. And to use it, you need a PC linked to a modem and fluency in the programming language C.
Net Yaroze is launched on 28th February, and will only be available directly for Sony Computer Entertainment UK. If you're interested, call 07000 927693 or 0171 447 1616.



UNIVERSAL ADAPTOR FOR N64

Many of you have been asking about compatibility between N64s from different countries. We know that US and Japanese games ARE compatible, with only tabs inside the machine preventing US carts plugging into a Japanese machine. Removing these tabs is one way around this, although you lose your warranty. Alternatively, you could try the Blaze SFX 64 adaptor. Acting as a bridge between cartridge and machine, the SFX 64 costs £19.99 and allows US games to play on Japanese machines or vice versa. Its makers, Fire International Ltd, cannot guarantee it works with PAL machines (as they've yet to be released!), but are going to make any modifications necessary.
Fire have other N64 accessories, including an extension cable, AV stereo cable, S-VHS cable, scart convertor for Japanese and USA machines, and a PAL scart lead. For info on their products, call 01302 751428.

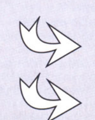






STREET FIGHTER III: NEW GENERATION

Capcom have requested that we make the following 'revisions' to the *SFIII* article which starts on page 82. Most importantly, as we hope to have made obvious, *SFIII* is still in development. The version Slasher Quan played was an early version – approximately 60% complete. Where we referred to eight new characters, it really ought to have been nine – Yun and Yang count as two. It is also crucial to learn that the new CP-System III hardware is four times more powerful than CP-System II. Here are some comparison specifications to give you a better idea:



CP-SYSTEM II	CP-SYSTEM III
16 colours per sprite	256 colours per sprite
colour palettes 32	colour palettes 512
on-screen colours 4096	on-screen colours 32768
levels of scrolling 3	levels of scrolling 5
data size 322Mbit	data size 772Mbit, 1200Mbit

Generally speaking the CP-System III is four times as powerful than CP-System II, with 16 times as many colours and four times the data size of the CP-System II.

A real mixed bag this month, with some genuine surprises. We like the way everyone who writes in really seems to care – at least you're not just chasing free software! Of course you shouldn't forget about that we give a free game to the star letter each month (so always remember to include your address), and all your points are taken into consideration. Remember to include your name and address, in case yours is the star letter. And don't forget to brush your teeth before going to bed otherwise eat something more healthy than sweets while playing games late at night. Bananas are good.

Please send your letters to:

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Priory Court,
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London, EC1R 3AU.

No personal correspondence can be entered into. Send us self addressed envelopes and we'll keep the stamps!



ED LOMAS TRAITOR?

Dear CVG,
Please could you help! In the Jan 97 Issue CVG, you reviewed *FIFA 97* (Ed Lomas) of which you gave a "pretty bad" score which means you don't recommend buying it. But on Channel 4's Gamesmaster program Ed Lomas reviewed the game and told viewers how good it was, and to buy the game. Could you please explain this? Also, obviously you are in competition with the Gamesmaster mag. SO how come you appear on this program that's slowly going down the pan!! Sorry to moan on, but when you claim in your mag to be honest in reviewing games I thought I would bring up this point.
PS Please bring back some sort of rating system for sound, graphics, playability etc.
Tris Gilbert, Herne Bay

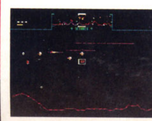


***ED:** I think FIFA 97 is rubbish, and I said that when I reviewed the game for GamesMaster, while Rik Henderson decided that it was brilliant (I've no idea why). When the program was on TV my review had been almost totally edited out while Rik Henderson's whole review was shown, and the score at the end was nothing to do with me. I was just as confused as you were. The GamesMaster TV show has very little to do with the magazine (apart from the name) and I was asked to do reviews on the show. So I did.*

64-BIT CAPABLE OF 8-BIT CLASSICS?

Dear CVG,
I am looking forward to the release of the N64, but I would like to know if *Williams Arcade Classics* will be released on it. Also, will it be a conversion or the real emulated arcade code (as per the PlayStation release)? Do Namco have any plans to release their Museum Pieces for the N64? I could not agree with Kevin Robson more. I don't care what console anyone has, as long as they are happy with it!
Robin Flegg, Ashford

***CVG:** We have heard nothing of a* Williams Classics *for N64, or* Namco Museum *series. Neither seem likely.*





EVEN ALIENS READ OUR MAG!

Dear CVG,
First of all I would like to say how absolutely brilliant your magazine is. It's the ultimate mag in the whole universe (I bet even aliens read your mag). Now let's get to the point. I have a few questions to ask you, the almighty warriors of Iarido.

1. When is *Final Fantasy VII* coming out for the PlayStation?
2. If you could buy a Nintendo 64 or an M2 which would you buy and why?
3. What's the best top three football games out on any console?
4. If you could have *World Wide Soccer 97* or Penny Racers which would it be?
5. Is *Tekken 3* a totally interactive background like its predecessor *Virtua Fighter 3*?
6. I know you've probably answered this question thousands of times, but please will you answer it once more because my friends and I have a little commotion. Is the Saturn better than the PlayStation.

Please answer these questions because it will help me decide what to have for my Birthday.

***CVG: 1.** It was released on the 31st January in Japan, and is scheduled for a 3rd Quarter release in the US. Virgin intend that the UK should see the FFVII before Christmas.*
***2.** A Nintendo 64, as it's available and already has a bunch of great games. It's still uncertain what M2 has to offer.*
***3.** Worldwide Soccer 97 (Saturn), Olympic Soccer (Saturn/ PlayStation), ISS Deluxe (SNES)*
***4.** Worldwide Soccer 97. But what's the connection?*
***5.** No.*
***6.** PLAY THE GAMES on BOTH machines. Then you decide.*



CHEAP THRILLS OVER THE PHONE

Dear CVG,
After reading all the praise that you gave *Quake* and its multi-player thrills I decided to go and try it out [at Software City] with some mates... I loved it! I have now been going every week and I'm hooked. Right now here's my problem: My MUM. We've got a pretty decent computer and, of course, I would now like a modem so I can play *Quake* deathmatches whenever I like, but my Mum says she doesn't know enough about them, so here are my questions.
1. Which internet server is best for its 'cheapness' when it comes to playing games? Demon was recommended to me.
2. Does it cost more playing games rather than browsing the WWW?
3. Is a 28.8 bps modem still a fast enough modem or is there now a 36.6 (?) bps that would be better?
4. In issue 179 you said you could play Quake over a modem or the internet, but isn't this the same thing?
5. I know this is cheeky but roughly how much money do you spend each month on the internet and how many hours are you on it for?
Jason Clarke, Leeds



Will Jason Clarke's Mum allow him to play deathmatch *Quake*?

***CVG: 1.** We prefer U-Net for playing* Quake *because they provide the best servers for that particular 'service'.*
***2.** No – it's still you're phone bill.*
***3.** A 57.6 bps is the one we're looking to buy very soon.*
***4.** Guess we were trying to differentiate between linking up with one person over the phone directly, and logging onto a server.*
***5.** Goodness knows – it's all on the company. Heh heh. You should work here too, it's great!*





STAR★LETTER

YOU KNOW WHAT THEY SHOULD HAVE DONE

Dear CVG,

Every time I play a game I think of some things that would make it a lot better, but when No.2 comes out or sometimes even No.3 those things I thought of haven't been added. So I thought maybe you could make one or two pages where people could write in saying their ideas of how to improve a game and you could pass that information on to the makers of that game so if they were going to make a No.2 they could use those ideas. I thought of maybe calling it "Your Game" section.

Oliver, London



***CVG:** How many times... this is what Mail Bag is for! We'd be extremely lucky if all readers aired their opinions on gameplay on these pages. Developers do take note y'know. Or at least they would.*

IT'S ALL OUR FAULT (AS USUAL)

Dear CVG,

I bought a PlayStation because of you and your hype now I am going to exchange it for a Saturn. The PlayStation games are all graphics and no game play and have no lastability apart from *Wipeout 2097*. The Saturn has *VF2* on it and *VF3* coming to it along with games like *Sonic 3*, *NiGHTS*, *Virtua Cop* 1 and 2. I have learned not to get taken in by the hype and unless your mag changes I am going to stop buying it. You shouldn't hype any machine you should just tell us about the games and if a game is on two machines you should just say which version is better, and what is better about it if it plays the same. I've seen a lot of bad comments in your mag, and unless it stops I will stop buying it.

David

***CVG:** Yeah? Well, sod off then you ungrateful git. You're talking rubbish.*



APOLOGIES TO NORTHERN IRELAND

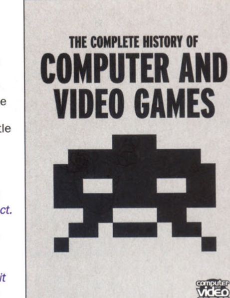
Dear CVG,

I am writing to express my disappointment at the lack of a free book on the cover of my CVG magazine. My favourite part of your magazine is Dave Kelsall's retro computer cabin, and so I would really like a copy of the book. As a reader of several Emap magazines I have enjoyed many free gifts, even if it involves paying a little extra. If there is any way I can obtain a copy I would really appreciate it.

A McNeil, N Ireland



***CVG:** This was the most polite and humbling letter we received on this embarrassing subject. We owe all our readers in Northern Ireland a big apology for the missing book on issue 182. For some reason our distributors classed the whole of Ireland as being outside of the UK, whereas we all know that it is included. Unfortunately there is nothing we can do about it as the books were all produced to a strict limited edition. However if we ever do another print run we shall try to make some available for Northern Ireland free of charge.*



ALWAYS IN HIS DREAMS

Dear CVG,

I want to say a very big thank you to Sonic Team/ Sega for bringing us the most memorable experience ever. *NiGHTS* is the most incredible thing that has happened to me. I first played *NiGHTS* on a demo (thank you so much SSM). Wow!! was the reaction when I first played it. The graphics were bright, colourful and very beautiful, and the music well it was brilliant and I was impressed. But I thought it was just another platformer but only better graphics. It was a few days later when I first realised the brilliance of *NiGHTS*. I accomplished a magnificent 15link (using a normal control pad). And thus, with *NiGHTS* getting your SIX page review and Sonic Team's track record, I did decide to fork out 60 smackers for *NiGHTS* and it was worth every penny. I did finish *NiGHTS* worryingly fast but then i remembered what the legendary Sonic Team said and I quote "We made it to take several hours to finish because we want everyone to see the end. After that you can still enjoy playing for hours by the score attack function." And enjoy it I did but it was not to be until a few days later. After much practice I did beat the bosses in ever faster times, then I started racking up massive scores!! And then I got first continuous links after hours of practice and broke the 50 links barrier, gasp! I played *NiGHTS* for endless hours well into the night perfecting each course scoring ever higher and higher scores/ links but I never did get tired of it. This is the most fun I had had for ages; the continuous links, defeating bosses in x2.0 multipliers, record scores, increasing bonus time and the excellent cybersound. I got all excited when I read about *Christmas NiGHTS*. Four very long and stressful weeks passed before I finally got hold of *Christmas NiGHTS* along with *VC2* and *NiGHTS* (*NiGHTS*?? Yes *NiGHTS* in mint condition – I know, I know but I really love it). Anyhow I still remember how I ran home, place it in my beloved Saturn and played it for the very first time. Sob! Sob! How overjoyed I was to play *Christmas NiGHTS*; the intro, the Christmas music, the Christmas Spring Valley. It was a dream come true. But the best was yet to come as I opened my first present in a game of patience. It was a *NiGHTS* museum then the Karaoke. I finally knew the lyrics to the divine Dreams Dreams. After this I opened a movie and then LINK and TIME ATTACK presents. Super! The next present was none other than Sonic the Hedgehog Into Dreams!! And guess who's the boss?? Dr Robotnik as Puffy!! I opened my last two presents without much interest but boy was it as good as all others?? In my opinion it WAS!! They are none other than Melody Box and the Nightopean Collection. Melody Box was brilliant in that you can change the mood so that it affects the glorious cybersound *NiGHTS* soundtrack. And then just today I discovered the magic of artificial life system!! And then I created my first hybrid of mepians. BRILL!! Then I cross-bred a mepian with a nightmaren to make a double mypian hybrid!! BRILL x2.0!! How could I ever fail to notice the superb A-Life?? Which is why the collection is so good as it lets you see your own Nightopians/ mepians creation. *Christmas NiGHTS* is all I want for this Christmas. My life is now fulfilled. I love *NiGHTS*. I love *NiGHTS*. I love Sonic Team and I love everybody. Merry Christmas everyone. MERRY CHRISTMAS!! Everyone must own *NiGHTS Into Dreams* as it is the greatest game on Earth. Ever.



***CVG:** A man very much after Paul's heart. Or is it Ed. Sorry but we lost your name!*



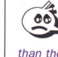
NO SEX PLEASE

Dear CVG,
I saw your questionnaire and I urge you please one thousand times don't waste vital space on sex and music. You're a quality games mag and should focus on just games whether they're imports or not. I'd hate it if you turned into a Just Seventeen, teeny mag. Not all your readers listen to pop rock soul (whatever's youth culture) and are fascinated by sex. Please don't. Please!
Eldon Galavan, London

***CVG:** Relax, that isn't going to happen. They'd have to shoot us first!*

RUNNING TO STAND STILL

Dear CVG,
I saw on the telly recently a news report on the new MMX Pentium processor. The PC we have at home is a 166 with 16 meg of RAM. How much better is this MMX? I am a bit concerned as I only just convinced my parents to fork out for this machine and I doubt that they'll be too keen to sell it and get another! I'm assuming it's possible to upgrade my Pentium? Could you tell me how much that would cost, and where the heck the necessary kit is available?
M Fletcher, Halifax




***CVG:** Annoying, huh! But that's progress – that's the PC market. MMX is significantly more powerful than the 'standard' Pentium processor, as you will know from reading the news this issue. The upgrades, or 'overdrives', available later this year are likely to cost around £300. Intel should be able to advise you on where to get them nearer the time.*

In order of CVG popularity: Geri, Emma, Mel B, Mel C, Victoria.

ED LOMAS IS RATHER FUNNY

Dear CVG,
I have been reading CVG for a few years now. Having just read issue 182 of CVG, I have noticed that the humour contained within the magazine makes it unique from the rest of the others. Examples of this would be issue 182 in the reader's most wanted chart in the freeplay section. Where you said "Keep them coming cos if you don't we wee your letters onto the side of the toilet bowl." Also in the editorial section where you show the staff profiles you had the word "NEW" printed next to Alex Huhtala and "OLD" next to Ed Lomas, which I thought was also very funny indeed.
Speaking of Ed, I think he is God himself. I mean in one issue, I remember you had a sort of office tournament on Track and Field and Ed completely thrashed the pants off everyone else. It's not fair that everyone calls him a freak just because of his gaming ability. Although I must admit it is rather funny.
Anyway please please please please could you answer my questions.
1. I have both a Saturn and a PlayStation and being a fan of RPGs I was wondering if you could recommend any good ones? *Sakura Wars* looks good, but will it be released in America or over here?
2. Will we be getting the Sega Netlink over here in the UK, and if so when?
3. I read somewhere that the game *Toki Meki Memorial* was game of the year in Japan. What type of game is this? Will it appear outside of Japan like in the states or here i the UK?
4. On *Fighting Vipers* and *Virtua Cop 2* in the options mode there are rows of question marks. What are these for?
5. Is *Dragon Ball Legends* any good?
6. I'm going on holiday to Hong Kong soon. Are there any brilliant games which you suggest I should buy? Thanks for your help and although this may be a bit late, happy 15th birthday.
Andy Cheung, Co. Durham

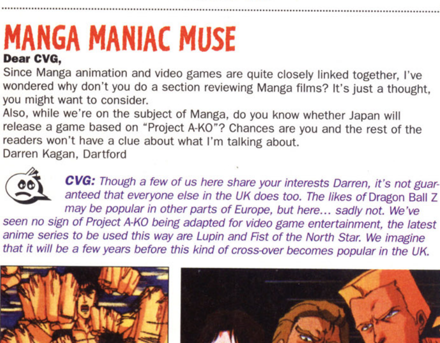
Ed Lomas is not God. He's a wayward gargoyle.



***CVG:** Thanks very much for your kind observations Andy. Here are the best answers we could muster to your questions.*
***1.** Sakura Wars won't be released over here (unfortunately) but Terra Phantastica from Sega is a possibility we are told. Meanwhile check out Suikoden for your PlayStation.*
***2.** Only if there's proper software support for it – which means no.*
***3.** No way are you going to see Toki Meki outside of Japan, it's too diverse. Which is a kind way of saying that only sad young men with no lives would want to play it.*
***4.** The question marks are secrets that you unlock by achieving certain unspecified goals. You have to play the games an awful lot basically.*
***5.** Dunno, sorry.*
***6.** All the Namco titles for your PlayStation, and the Virtual On controller for the Saturn.*

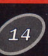
MANGA MANIAC MUSE

Dear CVG,
Since Manga animation and video games are quite closely linked together, I've wondered why don't you do a section reviewing Manga films? It's just a thought, you might want to consider.
Also, while we're on the subject of Manga, do you know whether Japan will release a game based on "Project A-KO"? Chances are you and the rest of the readers won't have a clue about what I'm talking about.
Darren Kagan, Dartford



***CVG:** Though a few of us here share your interests Darren, it's not guaranteed that everyone else in the UK does too. The likes of* Dragon Ball Z *may be popular in other parts of Europe, but here... sadly not. We've seen no sign of Project A-KO being adapted for video game entertainment, the latest anime series to be used this way are Lupin and Fist of the North Star. We imagine that it will be a few years before this kind of cross-over becomes popular in the UK.*







95% COMPLETE

PlayStation

3D FIGHTING	BY NAMCO	• ARCADE VERSION AVAILABLE • NO OTHER VERSIONS PLANNED • STORAGE 1 CD
APR RELEASE	1-2 PLAYERS	• RELEASED BY - SONY TEL: 0171 911 8176

"Transcending history and the world, a tale of soul and swords, eternally told." The introduction sequence says it all!

SOUL EDGE

PlayStation *Soul Blade* is basically an enhanced version of arcade *Soul Edge*. Though the game never made it into every arcade in the country, it still managed to do fairly well, mostly appealing to *Tekken 2* players. When next to machines like *Virtua Fighter 2*, *Soul Edge* doesn't look all that impressive, but in the home it's one of the best-looking games yet – something that Namco seem to have done with just about every one of their PlayStation games so far. So what is *Soul Edge*, and what makes PlayStation *Soul Blade* better?



THE MOST AMAZING INTRO EVER?

We end up saying this every few months, but *Soul Edge*'s introduction sequence is probably the best we've ever seen! Not only does it go on for much longer than most, but it's of excellent quality, has brilliant music, and shows all of the characters in action! Namco's motion-capture makes it all look fantastic!











The weapon light trails look brilliant.

During the replays, you can spin the view!







Soul Edge's Critical Edge Extender ends with this diving attack!

Li Long and Siegfried battling to break out of a weapon lock!







BECOME AN EDGE MASTER!

By far the best new feature of PlayStation *Soul Edge* is the fantastic Edge Master Mode. Once you've selected your character you embark on a journey around the world, tackling different fighters in each country, and attempting to win new weapons! You go from stage to stage on the map screen, but don't just fight people in the usual way - each stage has a specific way of defeating the opponent to win the new weapon.

Sometimes you must fight when poisoned, and win before you die from your wound!

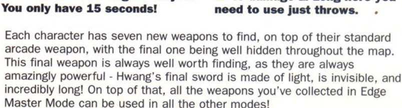
Here you can only damage Sophitia by doing a Critical Edge WITH Extender!





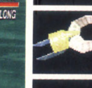
The castle is being destroyed! You only have 15 seconds!

To damage Li Long here you need to use just throws.



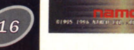
Each character has seven new weapons to find, on top of their standard arcade weapon, with the final one being well hidden throughout the map. This final weapon is always well worth finding, as they are always amazingly powerful - Hwang's final sword is made of light, is invisible, and incredibly long! On top of that, all the weapons you've collected in Edge Master Mode can be used in all the other modes!







Voldo can collect and use these eight cool weapons!





MORE MODES!

On top of the regular Arcade, Versus, and Edge Master Mode options, *Soul Edge* has *Tekken 2*'s popular Practice, Survival and Time Attacks as well! You can choose to tackle Time Attack and Survival with either the standard weapon, or one of the enhanced weapons you've collected in Edge Master Mode.








KER-CHING!

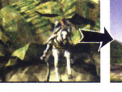
If both fighters attack at exactly the same time when at close range, their weapons clash and lock! When this happens, players need to tap at one of the attack buttons to break out. Depending on the button you were tapping, you'll normally hit the other player if you break the lock. Not only that, but their weapon will also be damaged!












USE YOUR WEAPON POWER WISELY

Under each energy bar you'll see a flaming sword with a green power bar inside that. This bar is one of the major differences between *Soul Edge* and other fighting games, and is important for two reasons:

DISARM YOUR OPPONENT!

When you block an attack, you will normally use your weapon to defend yourself. Every time your weapon takes a hit, the weapon power bar goes down slightly. When the bar is empty, your character drops his/her weapon and has to fight on using only punches and kicks! This adds more strategy to the game, as a player who spends all the time blocking will eventually lose their weapon!







Siegfried blocks too much and loses his Zweihander sword!

THE CRITICAL EDGE!

Each character in Soul Edge can perform a Critical Edge attack simply by pressing the three attack buttons at the same time. Should the first hit connect, it will be followed up by a large combo. Performing a Critical Edge, whether it hits or is blocked, uses approximately a third of your weapon power bar.



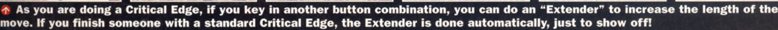












As you are doing a Critical Edge, if you key in another button combination, you can do an "Extender" to increase the length of the move. If you finish someone with a standard Critical Edge, the Extender is done automatically, just to show off!

THE GRUELLING BATTLE ENDED WITH THE VICTORY OF...

As the ten *Soul Edge* characters aren't particularly well known, we though it'd be nice to have a short introduction to each of them.



MITSURUGI

A quick swordsman, with very impressive and useful floating combination attacks.







SEUNG MINA

Armed with an enormous staff, she has a long reach, but some very slow attacks.







TAKI

Lightning fast, and deadly at close range, Taki uses a short sword to stab repeatedly.







LI LONG

Li Long uses bladed nunchuka, varied attacks, and high speed to be one of the best fighters.







VOLDO



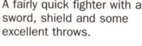
An enormous, weird fighter with rotating blades attached to his hands.







SOPHITIA



A fairly quick fighter with a sword, shield and some excellent throws.







SIEGFRIED



A young knight with a massive, heavy sword. It's powerful, but slow.







ROCK

The screen shakes when he jumps! Big, powerful, and carrying a battle axe!









HWANG

Originally a secret fighter in the arcade, Hwang is very much like Mitsurugi.







CERVANTES

The arcade boss is now a regular character. He fights with the legendary Soul Edge sword.







TERRIFYING FINAL BOSS!

SOUL EDGE

After beating Cervantes at the end of the game, the Soul Edge itself takes over!



Cervantes' remains dissolve, then are resurrected with a groan... as Soul Edge!



When you've played the game enough, you'll get to play as a special version of Siegfried in this suit of armour!

Soul Edge is another of the secret playable characters. Here, two of them lock swords attempting the Critical Edge!

THE WAY IT WORKS

Though *Soul Blade* is by Namco, it doesn't use the same control system as *Tekken 1* and *2*. The four buttons are: Guard, Horizontal Attack, Vertical Attack, and Kick. There's a very noticeable difference between Horizontal and Vertical attacks when holding a weapon, but once you've lost your sword, or whatever, they blend into one punch. The control system may take *Tekken* players a while to get used to, but won't cause *Virtua Fighter* regulars too much trouble.



Guarding high or low.

A high Horizontal attack.



A Standing Vertical.

A standard high Kick.



Soul Edge has a few moves more than Cervantes. Brilliant ones, too!



This shows just how amazingly detailed the Soul Edge characters are!

Most characters have an unblockable attack. They look incredible and do big amounts of damage, but leave you vulnerable for a few seconds while they charge up.

FULL 3D AXIS-DODGING!

Soul Edge lets the fighters dodge into and out of the screen, just like in the arcade, and in *Virtua Fighter 3*. Here, however, players don't need to press a separate button to dodge - they just need to either tap Down twice to dodge out of the screen, or Down then Up to dodge into the screen. It's possible to configure the dodges to joypad buttons, if you really want.





Cervantes' Critical Edge Extender ends with this incredible spinning attack!



REPLAY

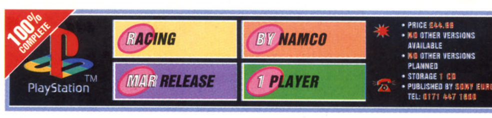
PLEASE WAIT

The Japanese version of *Soul Blade* is out now, with the original arcade title *Soul Edge*. It's not due out in England for a few months, so Sony have plenty of time to do a good conversion – if the speed isn't optimised for the UK, *Soul Blade* could well turn out to be far too slow to play. We recommend waiting for the final UK version to everyone who can't read Japanese text perfectly.









In the two months since its release, *Rage Racer* has taken Japan and the import scene by storm. Now that raging storm is headed for Britain. Hold on to your butts!







The supercharged third episode in the PlayStation *Ridge Racer* saga is possibly the best driving game to appeared on a home system! Mind-blowing as it is though, you may wonder why it exists. Why Namco didn't instead convert their smash-hit *Rave Racer*, the third arcade *Ridge Racer* game? Well, it seems Namco are putting a fresh perspective on their arcade hit factory. Rather than pushing out a straight conversion of a guaranteed seller, they have instead considered what makes a better console game. *Soul Edge* goes some way with its Edge Masters Mode, but *Rage Racer* is a true demonstration of this. The evolution of the *Ridge Racer* experience – from the simple speed thrills of the first game, pushed beyond the heady mix of *Revolution* – resulting in a manically-graded racer designed solely for the home. And for the PlayStation!

RAGE ON!

Last month we blew the lid off the features that await you in *Rage Racer*. Now we take you one step further, showing how these features come together to make one of the most calculated driving challenges devised. Such is the level this game pushes you to, it could only work as a home game.

As a coin-op would cost you a fortune in credits at a 24-hour arcade!


Age Abeille


Age Alouette

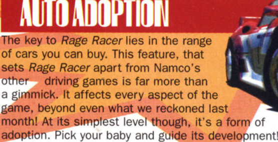

Lizard Bayonet


Assoluto Fatalita


Age Pegase

AUTO ADOPTION

The key to *Rage Racer* lies in the range of cars you can buy. This feature, that sets *Rage Racer* apart from Namco's other driving games is far more than a gimmick. It affects every aspect of the game, beyond even what we reckoned last month! At its simplest level though, it's a form of adoption. Pick your baby and guide its development!




Assoluto Istante


Assoluto Ghepardo


Lizard Instinct


Lizard Hijack


Gnade

MAKE IT YOUR OWN!

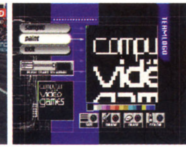
Owning a car, or even a fleet of vehicles, is only the beginning. If you've paid for it, you want that machine to BE yours. *Rage Racer* features the most comprehensive customising applications of any console racer.



step 1 **Select the colour of your four-wheeled sex machine. You get to choose the body colour and linework.**



step 2 **Personalise it with your name. Neatly emblazoned across the top of the wind-screen.**



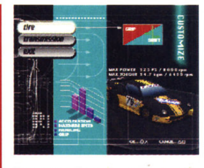
step 3 **Add your team logo. There's a library of ready-made ones. Better still, make your own!**



step 4 **And here you have it! The unstoppable CVG Vigilante Hellbeast! This road warrior kills without mercy, stopping only to refuel on human blood. God help us all!**

DRIVE-U-LIKE!

It's testament to how well-programmed *Rage Racer* is, that it can be styled to fit your preferential driving style. Whether you favour power-drifting or grip-cornering, *Rage Racer* is designed for you. Of course, some cars are better suited to one method and picking the best for you is crucial. But at the end of the day if you want to complete the game without ever learning to power-drift... you can!



You can adjust the grip of all the cars to match your driving style!



Here, the Fatalita is power-drifting around the corner.



Hugging the corners though, can prove equally effective!

MAKING THE GRADE!

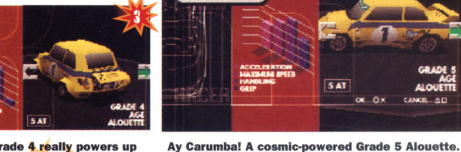
Everytime you win a race, you get prize money. The higher the GP class, the bigger the cash prize. With this money you can buy new vehicles or tune-up your current vehicle. Adding a new car to your fleet may seem appealing, but boosting your regular car can prove even more impressive! You would not believe how much the cars transform from the basic Grade One set-up to final Grade Five power!



A basic Grade 2 Alouette. Sort of like the mini your mum would drive.



Boost it to Grade 3 and you get a set of super-streamlined spoilers!



Grade 4 really powers up the motor. The larger engine now hangs out the back!



Ay Carumba! A cosmic-powered Grade 5 Alouette. What happened to that mini? So powerful is this final upgrade, that a whole new rear section is fitted to the car. Hit those afterburners!



Once you've completed GP mode, you can only race your vehicles in Time Trial mode. Tom often takes his *Fatalita* for a spin. He's never been the same since the grand auto-theft though.

RAGE RACER! HEART BREAKER!

Warning! When collecting your proud fleet of racing mobiles and carefully tuning them up, don't get too attached to them. When you complete the normal GP, they all get taken away from you! Leaving you to start from scratch in the Extra GP. Beat that and all your cars are taken away again! Take it from us, it's emotionally devastating! The only reprieve from those cold-hearted car-thieves at Namco, is that you get to keep your cars for Time Trial mode. Don't argue, it's the best you're gonna get!



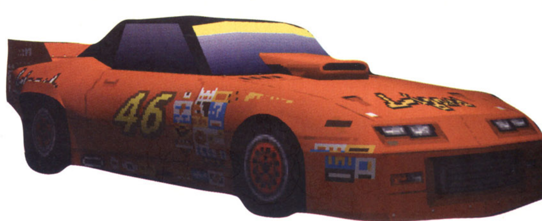




The exceptional TOMIN8 Peacemobile fleet! The flagship vehicle being the fully-upgraded Lizard Bayonet with raised supercharger airduct. Finish GP mode though, and they're gone! Sob.

CLASS DISTINCTION!

Rage Racer features four courses, all made from one huge intertwining roadway system. Mastering these courses though, is an ever-increasing and seemingly impossible task. Place in the top three in all of them and you move onto a newer harder class. There are five classes in GP, each featuring faster, more challenging opponents. And when you've beaten all the classes, an Extra GP appears! Five more classes, this time racing around the tracks in reverse. The only way to match this upward-spiralling challenge is by boosting your car's performance!



MYTHICAL COAST



The starting line. Set in a massive city.



The first stretch leads under this huge arch.



A cobbled roadway, surrounded by cottages.



Here it is – The Mythical Coast. Looks pretty real.



An advert for the upcoming *Time Crisis*!



OVERPASS CITY



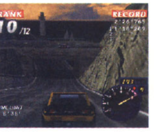
Undulating roads make it like San Francisco!



An overpass. A city. Yep, this is Overpass City!



Hey, it's a billboard ad for Soul Edge!



Another overpass. Good for seeing who's ahead!

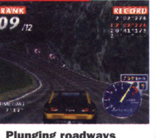


This mountain tunnel leads back to the city!

LAKESIDE GATE



A huge waterfall leads up to the first tunnel.



Plunging roadways permeate this course.



Hey, enough with the free advertising, Namco!



The namesake lake can be seen on the left.



The Namco PlayStation gun. Go get it everyone!

THE EXTREME OVAL



So called because it's an extreme oval!



At top-speeds you can hear the walls rushing by.



Total concentration is needed to keep control!



When other comes loom up, it's terrifying!

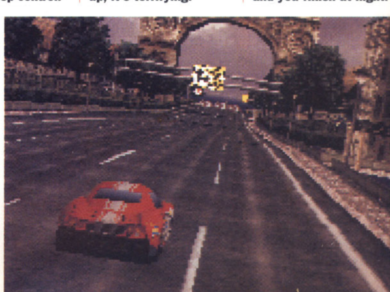


Start the race by day, and you finish at night!

QUEST FOR THE ULTIMATE PRIZE!

Thrashing Class Two opposition in a boosted Grade Three car may seem an easy way to move onto the next GP, but don't think you get away with this cheesiness. Only when completing each class with an equally graded car, are you awarded with a trophy – Gold, Silver or Bronze depending on your finishing positions. And only when you've won on EVERY track in EVERY class, do you get a full cabinet of gold trophies. What's the final prize beyond that? Well, we know the title screen goes gold, which indicates something. Exactly what though, we've yet to discover...





THE SATAN GRAND PRIX



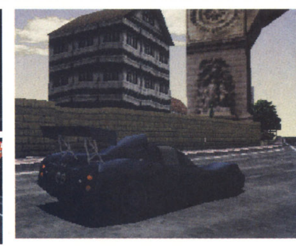
Completing five classes of the reverse Extra GP doesn't mark the end of the game. There is one final challenge, harder than any other – Diable Class! Again the same four tracks, this time raced the correct way around, however you only race against four other opponents. Four dark destroyers from the underealms of Hades! At least we assume that's what they are, since they all drive demonic new vehicles that go faster than any other. So fast are they, that you too need these cars to beat them. Yep, three new controllable vehicles!!



AGE VICTOIRE AKA THE BATMOBILE!

Well, it sure looks like it. This whining banshee offers the best hope of victory on the first three courses. Faster than any of the previous cars, but with an automatic gearbox! It also has good cornering ability, but only when using a grip method. Powersliding sends it out of control.










LIZARD TEMPEST AKA THE HEARSE!

The kind of vehicle you'd expect The Munsters to drive if they entered the Monte Carlo Rally. This classic-looking jalopy has incredible acceleration, literally flicking the revometer up when you hit the pedal! Not as manoeuvrable as the Batmobile though, and it lacks the top speed of the Devil Car. Good for shifting human remains around though, in the dead of night.








ASSOLUTO DRAGONE AKA THE DEVIL CAR!

Since the original *Ridge Racer* we've come to expect this vehicle at the end of every Namco racer. This time though, it's deadlier than ever! With a shrill engine that sounds like a whistle, this is the fastest car in the game. It's poor at taking corners though, so is solely designed for the final Extreme Oval! On reaching max speed, it's so fast the road looks like it's going backwards!





MYSTERIES OF THE UNKNOWN!

What else remains hidden in the dark recesses of *Rage Racer*? Well, there's a new music track that surfaces on completion of the game. And we've noticed old *Ridge Racer* vehicles appearing in some races. Could they be hidden playable cars in the game? And what of the Angel car? It appeared in *Ridge Racer Revolution* after the Devil Car, could it be here too? We've yet to find out!



NEXT MONTH... . LET THE RAGE WAR BEGIN!

Currently *Rage Racer* is set for UK release on February 28th. At the moment, Sony haven't decided whether they're going to release *Soul Edge* (*Soul Blade* over here) or *Rage Racer* first. Whatever the case, a review is guaranteed next month!



60% COMPLETE
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GUN GAME | BY NAMCO
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We reckon this is the one most Sony fans are waiting for! The PlayStation's real answer to *Virtua Cop 2*, with the PlayStation's real answer to the Virtua Gun. *Go!*



Namco's *Time Crisis* has been out in the arcades for nearly a year, but it's still one of the most popular coin-ops around. In fact, it's perhaps more popular now than when it was first released. Gun Games have always been a big arcade draw, but in the last year they've really taken off. Sega started the ball rolling with *Virtua Cop* – turning limited shooting gallery affairs into realtime 3D hostile situations! And at first glance, it's acceptable to think *Time Crisis* is little more than another *Virtua Cop*-clone. But those who really play it, know *Time Crisis* offers a unique challenge of its own, every bit as compelling as the *Cop* series. Now the countdown to PlayStation *Crisis* has begun!









HOW GOES THE CONVERSION?

All the pictures you see in this feature are from the PlayStation version of *Time Crisis*. When running it's an amazingly close reproduction of the coin-op. All the more so considering this is Namco's first conversion of a System 22 game onto PlayStation. Only the resolution has been slightly reduced. However, on first impressions, all the detail looks to be there, and even the story scenes have already been included!

HOW THE PEDAL WORKS!

If you've never played *Time Crisis* (do so!), here's an explanation of how the pedal works, giving you some idea of its importance in the game!

AUTO-COVER!
When the pedal is relaxed, you're automatically hidden. When you start a stage, this gives you breathing time before hitting the pedal and swinging out into the line of fire!

RELOAD!
Ducking under cover is also the method of reloading. This affects your rhythm far more than just shooting outside the screen. Bullets need to be fired selectively and accurately!

AVOID ENEMY FIRE!
In the line of fire, enemy bullets can be seen heading your way. Or shot-marks snake along the floor toward you. Experts stay exposed until the last split-second before ducking.

DANGER! HARD OBJECTS!
It's not just enemy fire that needs to be avoided. During more dramatic moments, crane hooks swing past, or cars race toward you. You can't shoot these out of the way!

KEEP THEM IN SIGHT!
Keeping hidden may protect you, but in the meantime the enemy are still moving about. Unless you keep popping out, you won't be able to keep tabs on where they're hiding. And all the while, time is ticking...

A GAME WITH A GIMMICK - THE PEDAL!

The singular feature that sets *Time Crisis* apart from *Virtua Cop*, is its pedal – which allows you to duck out from behind scenery. Just a cheap gimmick? Some people would think so, but this is a gimmick that dramatically changes the gameplay, from reflex gun-slinging, to dodging-and-sniping. You're not just ducking behind scenery because you can, you're ducking behind it because you HAVE to!

NEGCON - THE WEAPON!

Vital to a successful conversion of the arcade game, is an accurate replica of the gun. Namco have gone to extraordinary lengths to make the PlayStation gun as precise as possible. It's exactly the same shape and size as the coin-op weapon, and feels weighty too. It lacks the arcade version's kickback, but thanks to effective sound-effects, this isn't missed. Most interestingly, the gun cable divides into two. One piece plugs into the joypad port, the second plug goes into the yellow video out socket at the back of the PlayStation. This allows the gun to read what's on-screen and what the PlayStation is sending to the TV too, resulting in incredible accuracy!



The Namco NegCon. Good.









Explosions like this are intended to distact you, as the enemy move positions. Stay frosty!

Yipes! A leaping ninja bloke with claws. Shoot him or duck outta the way. Or do both.

WHAT ABOUT THE PEDAL?

How Namco were going to substitute the coin-op pedal has been one of the most talked about points of *Time Crisis*' conversion. As expected, they've fitted a switch to the side of the gun. It's easy enough to use, the only problem being that you have to hold the gun in two hands!



One of the bosses. He throws daggers, which you have to avoid, at the cost of valuable seconds!

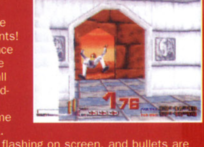
ORIGINAL FEATURES!

Arcade *Time Crisis* has two modes – Story Mode and a Timed Mode. The timed option pits you only on a single level. You can't be hurt, but you have to complete it in the best time. Both these modes will be in the PlayStation version. Of course, Namco have a sturdy reputation for including excellent home-specific features and we've yet to see what they do. We know there's going to be a PlayStation-exclusive level. How it fits into the game or what it contains, has yet to be revealed!



THE TIME CRISIS!

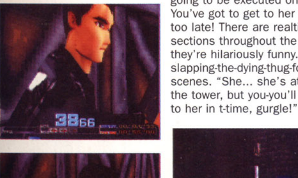
The pedal is merely a tool of the game's primary feature – *the time crisis itself!* The gameplay is based around an ever-decreasing time limit. Previously gun games have only tested your shooting accuracy – *Time Crisis* is a race against time, complete with checkpoints! This hectic pace all adds to the tension. It's all fair enough hiding behind crates, but time is running out. 'Hurry Up!' is flashing on screen, and bullets are ricocheting everywhere. Suddenly you have to leap out into enemy fire, risking death to make that next Time Extension! That's the driving force behind *Time Crisis*!

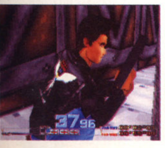




STORY MODE!

Adding to the drama of *Time Crisis* is an excellent Story Mode. You play the role of Richard Miller, a gun-toting hero who is attempting to rescue his girlfriend, the prisoner of an evil terrorist group. She's being held at the top of a clock tower, and she's going to be executed on the hour! You've got to get to her before it's too late! There are realtime plot sections throughout the game, and they're hilariously funny. Classic slapping-the-dying-thug-for-information scenes. "She... she's at t-the top of the tower, but you-you'll never g-get to her in t-time, gurgle!"







SIGHTSEEING!

The whole of *Time Crisis* is one long wending mission, separated into stages by the various checkpoints. Taking place in a huge fortress, you start in a warehouse area, moving to cable-car lift system. Following this, the action moves to the courtyard area, where ground cannons join the fray! Each area is designed to be a action set-piece. For example, once in the tower, Richard Millar runs down a dead end with a large mirror. Baddies suddenly appear in the reflection, and he spins around to face them. That's when the stage begins!

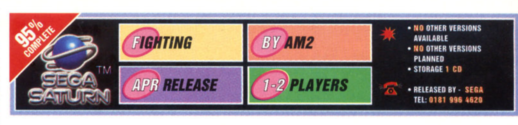


That famous mirror scene. Hey, who's that peeping round the corner? Spin around and shoot!

CEASE FIRE?

Time Crisis is still some way to completion. It isn't even released in Japan until April and the UK version is scheduled for September at the earliest. Nonetheless, we'll cover the import version thoroughly when we get it!





Fans of AM2 have never had it better! Not only is *VF3* amazing us in the arcades, but the Saturn has proved to have its own incredibly advanced AM2 fighter.

FIGHTERS MEGAMIX

It's out! Fighting game fans in Japan are already playing a game combining two amazing beat 'em ups on one CD, adding loads of new features on top! A UK version is another month or two away, allowing AM2 time enough to produce a fantastic PAL conversion – as they have with all their big games over the last year – with a few slight adjustments to make it even better! Here's where we show you what everyone has been looking forward to: the secret characters! If you don't want to ruin the surprise, stop reading now and turn two pages!

ADVANCED THROW TECHNIQUES!

SIDE THROWS

Using the new "Escape" button allows you to dodge around opponents, then attack from the side. In *Fighters Megamix* most of the characters have new side throws which can be used from this advantageous position.



Kage climbs onto his enemy's shoulders and pulls them over!



Jacky gives his opponent two kicks to the back, then one to the chest!



Jeffry smashes people's heads into his knee!

WALL THROWS

As the Virtua Fighters have never fought in cages before, they've never needed to use the walls to their advantage. In *Fighters Megamix*, however, they can all jump off the walls, some can climb the walls, and most of them have a throw of some sort reserved for use near walls!



Pai can climb up onto the top of the wall around an arena, then jump down and attack!



Sarah gets enemies against the wall, then knees them four times in the goolies!



Jacky has a new version of his old clothesline throw, this time against the wall. He swings from his opponent's neck, then kicks off the wall and into the floor!



COLLECT THE SECRET OPTIONS!

As with many of AM2's recent Saturn games, *Fighters Megamix* has a secret option screen which is full of ????????s. As you play the game more, and complete different tasks, more options are revealed including one to play in Hyper Mode. This basically turns off almost all recovery time for attacks, letting you do some incredibly fast moves and combos!



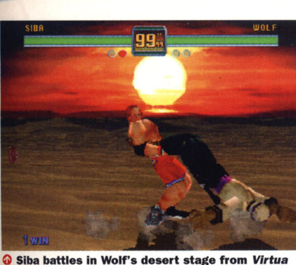






The Virtua Gun! Janet's shots MUST be ducked or dodged, as they can't be blocked! Shoot rapidly three times in a row and a voice shouts "Reload!"





Siba battles in Wolf's desert stage from *Virtua Fighter 3*! It's even got the excellent *VF3* music!



Janet's stage is set in the docks of level 1 of *Virtua Cop*! The music is a remixed version of *Virtua Cop 2*'s first tune!



Rentahero's stage is like the *VF2* Chicago level, with a great Rentahero song playing!



Kids Sarah battles on Sarah's *VF1* background, with flashing lights in the ground and new MEGAMIX neon signs!

NEW FIGHTING GROUNDS

Every character in Fighters Megamix has their own background on which to fight – some with walls, and some which just go on forever, like those in Tekken. Each of the secret characters has their own stage as well, and these are some of the best in the game!



The Hornet does its fighting in the 777 Oval pit lane! And the music? "Rolling Staaaaaaaart!".




Bean the Duck fights on his *Sonic Fighters* stage which is set in the Green Hill Zone!



Ura Bahn fights in the desert just outside Old Armstone Town. In the background you can see the town square, along with the giant Kumachan statue!

POWER COUNTERS!

When the game is set in *Fighting Vipers* mode (see last issue for more information on the differences between *VF* and *FV* modes), all of the Virtua Fighters can now perform Power Counters as well as the Vipers. By pressing Backwards and all three attack buttons at the same time, the Fighter flashes white, sparks, then goes into their Power Attack. For some of the characters (Wolf, Kage, Dural) the Power Counter is a throw, something not seen in *Fighting Vipers*.



Wolf uses his Power Counter to avoid the attack from Raxel...



And ends up grabbing him in a grapple, ready to do big damage.



A hidden button command makes the *AfterBurner* jet fly over the top of BM's stage before a fight!



Bark's alternate player colour has him dressed up in a Santa costume!

SMASH THOSE WEAPONS!

As we mentioned last issue, some character's weapons can be destroyed in *Fighters Megamix*. For example, if Raxel's guitar gets hit too many times, it starts flashing red and will explode if hit again! Picky can also lose his skateboard, Siba can lose his sword, and Shun can even have his bottle destroyed, preventing him from drinking!



Picky's skateboard is flashing red, to indicate that it's damaged. He should watch that...

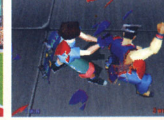


Boom! Another nasty hit and his deck is smashed to pieces!



Without a skateboard, Picky's attacks aren't quite so worrying. Especially not this one!





THE SECRET FIGHTERS!

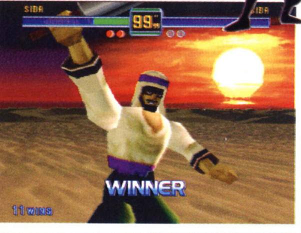
As we said in the last issue, there are 10 secret characters to collect in *Fighters Megamix*, all taken from other AM2-related games. They range from seriously good fighters, to pure comedy value, but have all had lots of time spent on their look and fighting style. Want to know more?

10 SECRET CHARACTERS

VS MODE
SELECT YOUR FIGHTER
AKIRA VS TOKIO
PRESS START TO OPTION

SIBA

Siba is your reward for finishing the Bosses course. He was originally intended to appear in the first *Virtua Fighter* game, but was left out in favour of Akira at the last minute. He reappears in *Fighters Megamix*, only this time he's armed with a big sword which can be used in most of his special attacks. Because Siba was a *VF1* character, he doesn't have as many attacks as a lot of the other fighters, and even looks a bit more blocky than the others.





Siba can't do PK (Punch, Kick) combos, so he needs to use his sword a lot to do big damage.

The sword attacks can be made to hit high or low, or even to take Vipers' armour off!

NEW HONEY

Collected after finishing the one-player game on the Novice course, this is basically just a new costume for Honey. She wears long stripy stockings and has a rucksack on her back instead of wings, but still fights the same way as before.





JANET

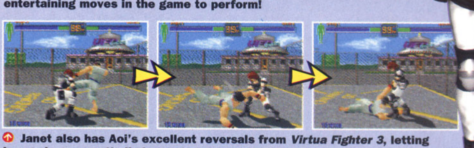
Janet Marshall from *Virtua Cop 2* is gained by completing the Girls course, and is probably the best of the hidden characters. The main reason for her being so cool is that she's heavily based on the excellent new Aoi Umenokoji character from *Virtua Fighter 3*! On top of some excellent floating combos and clever throw combinations, Janet has damaging attack reversals... and her Virtua Gun! With all of these moves, Janet is a force to be reckoned with and one of the most enjoyable characters to play with in *Fighters Megamix*!



Pai's new running kick smashes the bonnet from the *Daytona* Hornet!



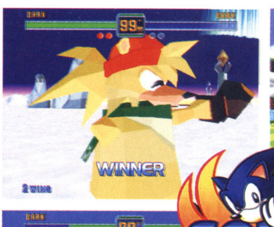
One of Janet's throws simply turns and stuns opponents, leaving them open to a devastating rear attack! This is one of the most entertaining moves in the game to perform!



Janet also has Aoi's excellent reversals from *Virtua Fighter 3*, letting her grab opponent's limbs, and stamp on them!

BARK

At the end of the Muscle Fighters course is Bark the Polar Bear from AM2's *Sonic Fighters* arcade game. Bark looks pretty much as good as he does in the arcade, and has the same moves – plus some excellent throws!





As well as this excellent spinning attack, Bark has a good selection of throws and powerful kicks.

BEAN

You will get to play as Bean the Duck at the same time as you access Bark. Bean is armed with bombs which he can throw or kick during the fight, as well as being able to teleport around the arena! While his bomb attacks make it easy to hit opponents, they don't do a lot of damage.

SONIC THE FIGHTERS



If Bean the Duck runs straight at a wall, he doesn't fall over – he goes straight up it! From the top he can jump and throw bombs!



Akira still has his standard Stun Palm of Doom in *Megamix*, but also has a new, similar move. This three-part attack must be done very quickly.

RENTAHERO

At the end of the Smart Guys course is Rentahero – the star of a Japanese Mega Drive game of the same name! He wears a robotic suit which allows him to launch fireballs along the floor, as well as do some excellent combos, but this suit doesn't last forever. Above Rentahero's energy bar is a line of batteries, and these wear down as the fight goes on. If the batteries run out Rentahero loses his space suit, along with most of his moves!



Rentahero's fireball resembles Terry Bogard's "Power Geyser" in *Fatal Fury*, as it shoots along the floor!



When Rentahero's batteries run out, his suit flies off to reveal either a *Virtua Fighter 2* or *Fighting Vipers* T-shirt!

HORNET

The last character you collect – by completing the Secret Fighters course. That's right, you can play as the car from *Daytona USA*! The Hornet stands up on its boot and attacks with its wheels, meaning some very weird moves!



One move makes the Hornet remove its bodywork, only to gain access to all of Bahn's attacks!



The Hornet can drop onto the floor, fold into the proper car shape, and drive quickly across the floor at its opponent!

URA BAHN

At the end of the Vipers course is Ura Bahn – almost like an evil version of the main Fighting Viper. He has all of regular Bahn's attacks, only some are more powered-up, and others are faster than usual, making Ura Bahn an excellent choice for expert *Vipers* players.



At the start of a fight, Ura Bahn has a different start pose to regular Bahn. Much more moody.

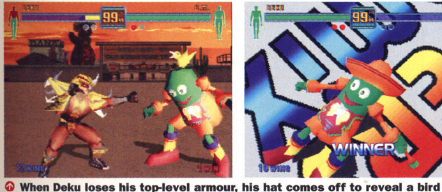


Ura Bahn can link moves more easily, and can also do Akira's new mid palm attack! He can be a devastating fighter.

MEGA-HIDDEN FIGHTERS!

DEKU

After battling all of the Dirty Fighters course, you get to play as Deku – a big green bean wearing a hat, and holding some maracas. As far as we know, he's been created especially for *Fighters Megamix* and hasn't appeared in any other AM2 games. He fights completely differently to any of the other characters, with a kickflip which makes him fall on his back, and a punch which makes him shake maracas at his opponent! Weird!





When Deku loses his top-level armour, his hat comes off to reveal a bird sitting on his head! It watches you wherever you go!

AM2 PALM TREE

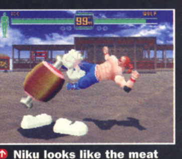
After LOADS of play you can fight against the palm tree from the AM2 logo! It replaces Kumachan on the Secret course, but isn't playable (well, we haven't been able to play as it yet).



AM2's logo fights back! The palm tree is just mad!

NIKU

After lots of play, you'll discover that Kumachan has an extra costume which turns him into a new character – Niku the piece of meat! He fights just like Kumachan, only he has big hands and feet to make it possible to see what you're doing!



Niku looks like the meat power-up from *Golden Axe*!

KIDS AKIRA

Defeating the Virtua Fighters course gives players the chance to play as Kids Akira, with ALL of the grown-up *Megamix* Akira's moves! Fighting as a *VF Kid* against full-sized characters can be very difficult, as their reach is very short indeed!

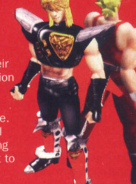


KIDS SARAH

The miniature version of Sarah is added to your collection at the same time as Kids Akira, and again plays just like her larger counterpart. Her short reach is very awkward, though.

MORE MEGAMIX!

As AM2 are taking their time over the UK version of *FMM*, we may not have a review of the final version next issue. So we're being careful not to reveal everything in the game so as not to spoil the surprises.





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Enter the world of Robotech on Nintendo 64! Get ready to battle the Zentraedi forces!

ROBOTECH: CRYSTAL DREAMS

This *Robotech: Crystal Dreams*, is a lot like *Star Wars: Shadows of the Empire*. Both games are off-shoots of popular series. Both, through a range of merchandising, plan to expand their respective universes, with the pinnacles of these expeditions being a game on the Nintendo 64. Although this game has a long way to go before completion we just couldn't resist telling you all about it.







ISSAMMMEE ROBOTECH

Robotech is a sprawling space adventure which took American audiences by storm, almost a decade ago. More than just a show for kids, adults too began to love this space opera. With its classy artwork and complex storyline, the 86 episodes that were made have now achieved a classic status. Robotech is a series full of space battles, heroes and villains and, best of all, huge transforming craft!



Don't expect the finished game to look quite like this. These shots are pre-production only.

The character reflected in the canopy is ace pilot, Rick Hunter of the EDF.

CRYSTAL DREAMS

Crystal Dreams is the first episode of an all-new saga set in the Robotech universe created by two long-time fans of the series – Lizard Harac and Doug Lanford. The game allows you to interact with famous Robotech characters, including Rick Hunter and Max Sterling. Mixing with these characters allows you to make choices, dictating the direction of the game. Also promised are multiple endings, so there should be a great replay value.





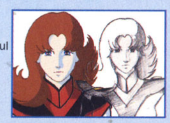
No doubting the N64 is capable of producing these kinds of special effects, though. Look forward to it!



Robotech art is usually pretty cool. We suspect this is the work of a free-lance hired by Gametek for the box.

OLD AND NEW ENEMIES AND FRIENDS

Fans of the Robotech series will be pleased to see some familiar faces from the Robotech universe. You will have to battle fleets of Zentraedi ships, ranging from power-armoured Zentraedi warriors to the powerful Officers Pod. You'll also have to face the crystalline Ebolian legions, and even renegade members of the Robotech Defence Force. Phew, that's quite a lot of enemies! Luckily you'll have some allies too, including Rick Hunter and Breetai.



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NEXT MONTH...
BUT A STAR IN MIN MAI'S EYE

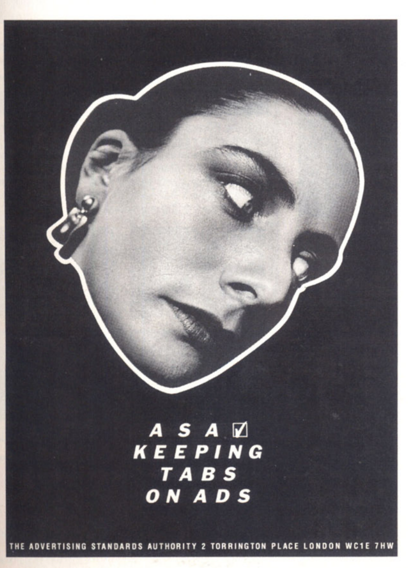
As you can see *Robotech* still has a long way to go before completion. Even in this early stage of design, it looks like the game could give *StarFox 64* some very close competition.



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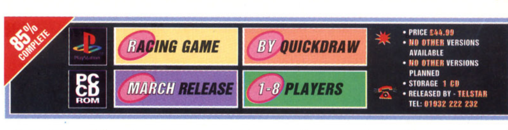


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While *Mario Kart 64* hasn't quite lived up to expectations, it's still the only game of its type available on any 32+ bit games system, giving N64 a definite edge, for now...

WRECKIN CREW

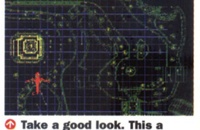
Of course, when the original Super NES *Mario Kart* first appeared, it too ran a one-horse race in the 'Mario Kart-style' genre it had created for itself. At least it did until Vivid Image saw potential in this virtually untapped market and released its own *Street Racer*, which proved successful with both SNES owners after more of the same, and Mega Drive owners after their own *Mario Kart*. Now in a classic case of history repeating itself, we have a new 32-bit *Street Racer* following hot on the heels of *Mario Kart 64*. Only now there's a new player in town. Quickdraw were formerly part of the Vivid Image team. However, uninspired by the idea of just upgrading *Street Racer* to 32-bit systems, they left to create their own version of events. Still competing on the same terms as *Mario Kart*, but with their own distinct idea about what a street racer should hold.





CIRCUIT BREAKER

Wreckin Crew has to feature THE most complex circuits of any race game – if you can call them circuits! The courses feature all manner of unique diversions and detours throughout. These are sectioned off with traffic cones and barriers, so lily-livered racers can stick to the set route. More daring drivers though, can crash through these barriers in the hope of finding a shortcut. Take note though – the track maps look like a plate of spaghetti! So maze-like are these courses that they are perfect, even for the Deathmatch mode.



Take a good look. This a blueprint for one of the tracks!

THE CREW

There are eight different vehicles in *Wreckin Crew*, each piloted by a tragically-stereotyped driver. There's a hillbilly hag called Ma, aristocratic Sir Cuss, swotty Kid Kranium, inbred twins Cane and Able, nutty Dr Nitrous, IQ the mutant, dreadlocked Cheeba and feminist Lady Bird. Each *Wreckin Crew* vehicle has a side attack, back attack and special move. The weapons are, of course, tied into the character's image. Ma, for example, has an elephant gun, chickens and pig, and a guff attack. Doctor Nitrous on the other hand, has an electric gun, acid flasks and a teleport.













FMV sections introduce the wild and wacky characters. Looks hilarious.



THE WRECKIN!

The level of interaction with the scenery on each of *Wreckin Crew*'s tracks is impressive. There's over 100 types of roadside object that can be smashed into. Tyre stacks can be knocked all over the road, parked cars can be shoved around. What's more, as you race, the tracks themselves deteriorate. Skidmarks appear and potholes are left on the surface!

GANGPLAY!

Both the PC and PlayStation versions of *Wreckin Crew* are set to be nearly identical. The only reala difference being the multiplayer option. The PC version will feature netplay, allowing up to eight players to compete. The PlayStation version features two-player split-screen or linked. After all, it's unlikely eight players will link their PlaySatations together.









NEXT MONTH... WRECKIN' TIME!!

Thre's certainly plenty of ideas in Wreckin Crew and so far it all looks promising. With both versions scheduled for 20th March release, we hope to have a review next month. Mario Kart, Street Racer, watch your backs!



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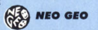
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QUAKEWORLD GIBLETS

If you still haven't realised the real importance of *Quake*, this page might help you understand. The future of video games is here, right NOW!

Quake truly is one of the most important video games ever. Not only is a brilliant one-player game, a magnificent multi-player game, and completely customisable, but it's also the first to have such an impact on world-wide internet gaming. *QuakeWorld* is the new free upgrade which shows us the true future of video games. You can look however you want, you can call yourself whatever you want, you can travel the world from your bedroom, and you can conquer *QuakeWorld* with your clan of killers! In *QuakeWorld*, you get to be what you always wanted to be - in real life you may be a 10-year old in a wheelchair, but in *QuakeWorld* you can be Baron Rocketdeath – one of the most feared warriors in the world, taking on anyone who dares challenge you, while looking like the hardest person anyone's ever met. Soon, all video games will be like this.





LOOKIN' GOOOOOOD!

As we've shown before, it's easy to create your own "skin" texture for *Quake*, and with *QuakeWorld* you get the chance to play against enemies from around the world looking how you want! When you join a *QuakeWorld* game, the server checks everyone's skins and automatically downloads those which you don't already have! There are already some excellent skins around, and it adds loads of atmosphere to be fighting against different characters, rather than just 15 other *Quake* guys.

THE FRONT END

Using *QuakeWorld* is simple. When you start it up, enter your User ID number (or the name you want to use if you're registering for the first time) and your secret password to get into the new version of Q-Spy. You'll now get a list of all your favourite *Quake* servers, with a "ping" time for each, along with all the information you could ever need about each one – which level they're on, who's playing, what the scores are, what skin each of them is wearing, whether any modifications are being used, and more! Now all you need to do is click on the game you wish to join, and you're off!

THE WORLD RANKINGS

The major feature of *QuakeWorld*, other than making everything smoother is to have every player registered and ranked throughout the world. Every time you play *QuakeWorld*, your Master Server keeps track of how many times you kill, how many times you get killed, and exactly who you fight against. During a game, you can look at everyone's rank – this is simply a number showing the number of deaths compared to kills (minus numbers are very common). As well as rank, you are also rated in skill – *QuakeWorld* takes a lot more than just number of kills into account, as it works out the rank of people you killed, those who killed you, the time you spent on-line, and lots more. This gives a far more accurate reading of just how good someone is at *QuakeWorld*. All of these statistics can be accessed in the *QW* program itself or from one of a number of ranking web pages!

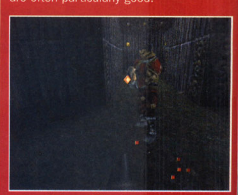






OCH AYE! QUAKEWORLD CLANS!

Various "Clans" started up almost as soon as *Quake* was released, with groups of players meeting up and battling it out against rival clans. With *QuakeWorld*, clans are registered with their own costumes, matching names, and a web page, letting clan leaders set up matches with other clans. When playing on your own, you'll often find clan members practicing – you can spot them as they usually have their clan costume on, and are often particularly good.



↑ Cool clan skins like this can make players seem more frightening.

COMPLETELY LAG-LESS!

A major improvement over original internet *Quake* is the new "PUSHLATENCY" command. When playing internet *Quake*, there is a delay as information is sent from your machine to the game server, and back again. With *QuakeWorld*, you can set the game to predict bits of information, rather than waiting to be told exactly what's happening by typing "PUSHLATENCY -xxx". Simply replace the "xxx" with your ping and you'll immediately notice that control of your character has improved to be pretty much exactly the same as playing a one-player game! This prediction means that a few things are slightly out of place in the game, with rockets still firing slightly late, doors opening a bit later than you'd expect, and so on, but it makes the game much, much better to play overall.



↑ Just shoot him in the back. Get a kill!

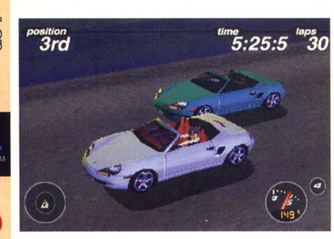
CLAN CVG!

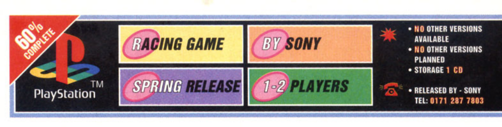
As you can guess, the whole CVG team is registered on *QuakeWorld*. In case you want to check out our embarassing statistics on the web, or in case you want to use *QuakeWorld* to search for us, then kill us, here are our names. We are all registered on the UK Master Server - Minos.

•Paul Davies	Grover
•Tom Guise	The_Tominator
•Jaime Smith	Mr_T
•Mike Newson	Dr_Igor_Markov
•Ed Lomas	Pink_Floyd
•Alex Huhtala	Johnny_Omega

Our friend, Rich Leadbetter is VonDoom See you in *QuakeWorld*!







What do you get when legendary car manufacturers Porsche team up with mighty PlayStation manufacturers Sony? A contender for hottest race game of the year, that's what!

PORSCHE CHALLENGE

In their ongoing quest to gain the ultimate cool image, Sony have signed up with a car designer whose image IS one of ultimate cool! Moreover, they've signed up the latest coolest car from this designer – the £35,000 Porsche Boxster! Of course, we told you all this back in our Nov issue (#180) when the car itself was launched. Now however, *Porsche Challenge* is almost ready for launch, in spring of this year! Sony have big plans for it too. In their own words it's going to be released "with all the usual hype which surrounds the major launch of a luxury sports car from one of the world's premier manufacturers." And we thought it was just a game!!







NO TWO DRIVERS ARE THE SAME!



Seeing as the only car featured in *Porsche Challenge* is the Boxster, variety would seem to take a back seat. NOT SO! There are seven different drivers to choose from, and each one has their own characteristics and driving style. Each can be identified by their uniquely coloured car, but better still you can look at them in the open-top cockpit. 150 polygons have gone into making each one individual! They've even been motion-captured, so when they move in realtime to your steering commands, it looks convincing. Sony have even gone as far as giving each one an 'cool' occupation. From a kick boxer and hacker, to test pilot, model and even a DJ. Coolest of all though is Nikita – she's a journalist!







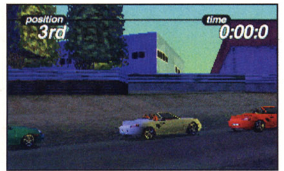
THE PORSCHE FACTOR!

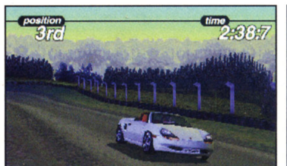


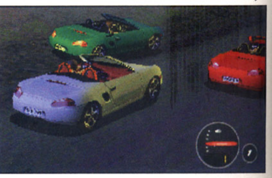


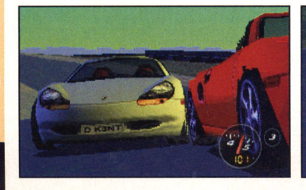


Sony's deal with Porsche is more than just a license to use the name. The game's creators (the Sony in-house team behind the successful *Total NBA '96*) have been supplied technical data by the Boxster's designers themselves. This has allowed them to put an incredible amount of detail into the look of the cars. 300 textured polygons make the vehicles look stunningly authentic, to the point where there's even dashboard details such as the stereo! Better still, using advanced realtime simulation of the cars' dynamics, the in-game vehicles handle totally authentically.

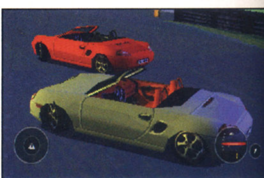












COURSE FRENZY

When you start, there are four courses in the game. However, there are 20 track combinations possible! Starting in Classic Mode, you have to beat the clock (checkpoint-style) across Europe, an Alpine terrain, USA and Japan. Next up is Interactive Mode, which rewards fast racers with hidden shortcuts and bonuses! Crack all these courses and you have to beat a Test Driver on an accurate replica of Porsche's Stuttgart test tracks. There's many more Modes after this, including an even longer Interactive Mode, Mirror Mode (of course) and a dream handling mode, where you become the infamous Test Driver!





Taking a shortcut on the slippery Alpine circuit. Keep an eye out for them!

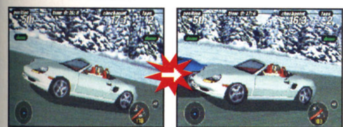
Porsche Boxsters. Bah, look everyone's got one. Common as muck!





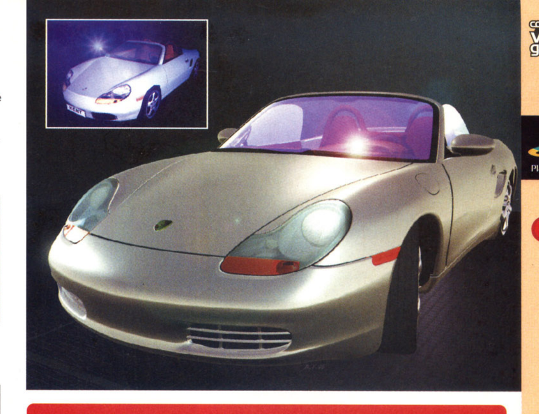
KEEP YOUR EYES ON THE ROAD!

Great looking as the cars are, the game creators have put equal attention into the surroundings. There are leaves which get caught and swirl in your slipstream. Mud pools too, splash up onto the vehicles. The illusion of an outdoor environment is all the more convincing as well, thanks to three light sources playing on the cars' surfaces!









PORSCHE VS PORSCHE

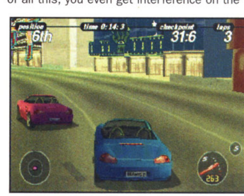
A head-to-head feature is always a major boost to the appeal of a race game. *Porsche Challenge* features a split-screen mode too, so you don't lose out if you haven't a link-cable + friend who's willing to lug their machine/ game/ telly to your house! Similar to *Sega Rally* or *Daytona*, it also has a 'Catch-Up' feature, allowing the player in second place to keep up. The difference here though, is that the game is intelligent, allowing the other player to catch-up, but not to steal first place without using skill! A good thing too!





GOOD DRIVING MUSIC

A lot of effort has gone into the music in *Porsche Challenge*. More specifically, into making it interactive! Using what Sony call 'SPU streaming' the PlayStation acts like a multi-track tape-player. As such the tempo of the tunes (there's one for each driver) changes according to in-game situations, such as when time is running out. What's more, if other cars get closer, their tune starts to blend with your own to indicate their proximity! On top of all this, you even get interference on the radio when going under bridges!









NEXT MONTH... THE GRAND UNVEILING!

Only a fool would fail to see that *Porsche Challenge* is going to be something special. Sony reckon it's going to be the most realistic driving sim seen on PlayStation! More so even than *Formula One*, but with all the arcade thrills of *Rage Racer*. Hopefully we'll find out next issue!









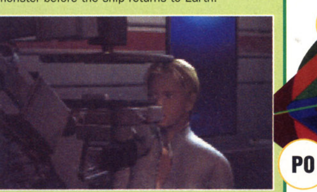
Let's take another visit to the long-haul space freighter AK-1. Laura's just awoken from hypersleep. We think you'll have trouble sleeping too!



Warp released their Sci-Fi adventure on the Saturn in Japan just before Christmas. A copy arrived soon after in the office. Since then we've been snowed under by games, and we kind of forgot about *EO*. Never mind because now we're hooked! It's an amazing game, much bigger than Warp's previous outing *D*. Full of suspense and eerily open corridors. A spaceship full of faulty electronics. A small crew not knowing what's going to happen next. And a mysterious entity with a craving for human flesh. As with *D*, the star of the show is Laura. How she made the leap from the twentieth century into the future we still don't know. In the game she acts even more bemused than before. Who's surprised, what with all this weird stuff going on around her. How could the same thing happen to the same woman twice! Hmm maybe we should copyright that line, before they use it for *Tomb Raider 2*.

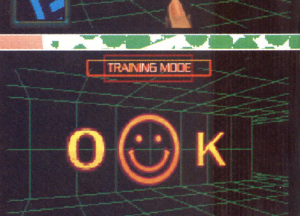
WE'RE ALL GONNA DIE!!!

Enemy Zero starts with the crew of the long–haul space freighter AK-1 being woken from hypersleep by the ship's computer. The computer is malfunctioning and has started running an emergency program. Laura walks over to her Vexx Network console to use the video phone. Trying to speak to the other six crew members, all she gets are disconnected messages or screens full of static. Then a horrifying sound is heard through the static hiss – crew member Parker's screams! They grow louder, then suddenly stop. Suddenly the static clears, and the image of Parker's quarters appears on Laura's screen. Except the room doesn't look like it should: Objects overturned, the room is a mess, and everything is covered in blood. Laura turns off the console, regains her composure, and realises what she must do. Even though there is a strange presence somewhere in the ship, she must venture out, restore the ship's power, and find and stop this monster before the ship returns to Earth.



Laura gets ready to hook up to the Vexx Network. She won't like what she's gonna see!







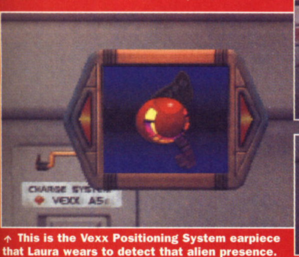
LOOK LISTEN LEARN

Included in the final Japanese version of the game is a very handy training mode. Without this course in alien detection, you'll be their next meal for sure. The training consists of three lessons. In each the object is to detect and destroy a set number of virtual drones. In lesson one you are aided in drone detection by a map showing their whereabouts. Plus all the drones are visible. Lesson two and the stakes are raised. You still have your map, but now all the drones are invisible. Lesson three and things get really hairy. The drones are invisible, and you don't have a map to show their position. You have to resort to the sound detection method in order to find the three drones. Believe us, if you want to succeed in the main game, you have to be taught these lessons first.



VEXX POSITIONING SYSTEM

The only instrument to aid you in detecting the invisible aliens, is the Vexx Positioning System. This is a small ear-piece Laura wears which reveals the positions of the aliens with simple musical beeps. There are three different musical notes corresponding to where the alien is in relation to Laura. The highest note means the alien is in front of you. With a lower note the alien is either to the left or the right. The lowest note indicates the alien is behind you. When the alien gets closer to Laura from any direction, that note will start repeating itself faster. You can only shoot the alien if it's directly in front of you. So with clever positioning of Laura, you can find the alien in whatever room you visit.



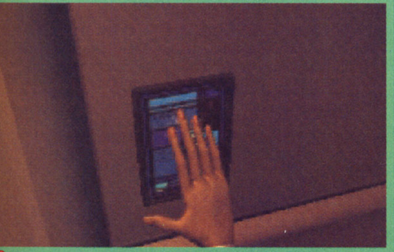
↑ This is the Vexx Positioning System earpiece that Laura wears to detect that alien presence.



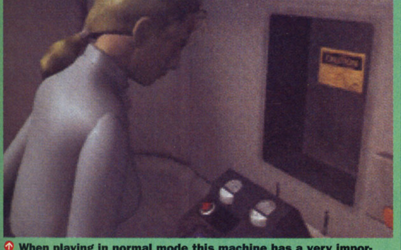








The lock on this door is DNA activated. A finger press on the sensor will open the door. Unfortunately the lock won't respond to Laura's DNA.



When playing in normal mode this machine has a very important purpose. We're not saying what. Just experiment with all the objects you've found.

DON'T MAKE ME KICK YOUR...

The earliest puzzles you will face revolve around finding equipment hidden in the Winter Tower. Some objects such as keys or swipe cards are used to open previously sealed doors. Behind these doors you are guaranteed to find something else cruical in completing your mission. The most difficult puzzle we've encountered so far is restoring the ship's power. Obviously we've been playing the Japanese version, and as such may not have spotted certain clues in the text. Through trial and error we were able to crack the code and restore the ship's power. A good thing too, because without power you can't leave the Winter Tower.

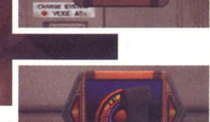
FILL YOUR POCKETS

There are a number of key objects to find early in the game. Some are easy to find. Others require a little more exploration and puzzle solving. Whereas D's puzzles had a mysterious gothic element, most of *EO*'s revolve around the ship's futuristic technology. Common problems you will encounter are opening sealed doors and operating machines. The most important object to find is also the hardest in the opening stages. We're talking about the stun gun. Don't worry, the aliens aren't really a problem until you find it. The VPS ear piece is another vital object to be found, but much easier to locate. Luckily Laura has very large pockets and unlike some adventure games, you can carry whatever you find.











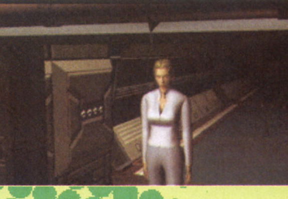




EXPLORING THE WINTER TOWER

The Ak–1 is divided into four towers, each named after the different seasons. You start the game in the Winter Tower in Laura's room. Each tower is a maze of corridors linking the various rooms. In the first part of the game you need to locate the power room. This is also situated in the Winter Tower but on a different level. Two maps in the database reveal the whereabouts of the various rooms in this tower. They are numbered 01 and B1.







MARCUS ROOM

Directly north from Laura's room is Marcus' room. Unfortunately the entrance is sealed, with no visible means of opening the door. When Laura approaches the door, all she can do is bang her fists repeatedly, knowing any attempt to gain access is hopeless.



STORE ROOM

A dark room full of cardboard boxes. A conveyer belt lies motionless. Here you can gain access on another Network terminal. You might get more luck in contacting different members of the ship. There are things you can do to the ship from this terminal, that you couldn't in Laura's room.



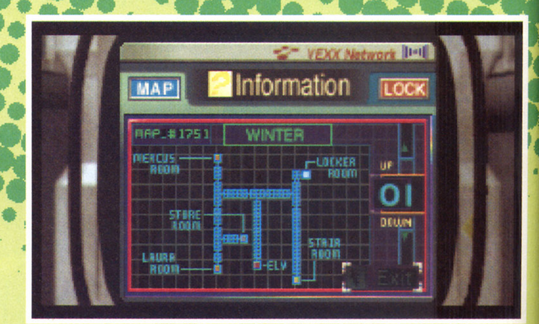
LOCKER ROOM

A strange machine is found on the wall when you enter this room. What is its purpose? We're not saying. On the other end of the small room are three lockers. Each with a different crew member's name on. What's the betting one of them is Laura's? Of course one is. Now how to open it?



LAURA'S ROOM

The room where you start the game. The nicest, cleanest looking quarters of the ship. In this room are hidden a few vital objects to aid you in your mission. Don't worry, they're not difficult to find.





LAURA'S ROOM 2

This is a strange thing we found in Laura's room. We're not sure what it does or means, though it appears to be a 3D holographic butterfly. Our first thoughts were it might be like the scarabs found in *D*. Like we said we're still not sure. Very pretty though.



ELEVATOR

A lift that takes you to a location not on the two initial Winter Tower maps. Once you've completed all the other puzzles in the Winter tower this is where you head. In this game a lift ride definitely doesn't mean you have time to catch your breath.



STAIR ROOM

Upon entering the airlock which separates the corridors from rooms. You are confronted with a locked door with a keypad on the right. What's the combination? Maybe there isn't one. Quick, look at what Laura has in her inventory to get to the next part of the Winter Tower.



CALLING OCCUPANTS OF INTERPLANETARY CRAFT

Found throughout the ship are consoles connected up to the Vexx Network System. Like the name suggests, all the consoles are linked together. With the video phone you can speak to the other members of the ship. When using the video phone, you will discover problems with the network. Some crew members cannot be reached by certain terminals. Instead you'll have to locate a different console and try again. One member of the crew cannot be accessed, until you've discovered a code. Also on the system is the ship's database. Here you can bring up details about the other crew members. Find out where they're located on the ship, even their age and nationality. Extremely useful is the database containing files on all the ship's components and gadgets. If a certain type of locked door is causing you trouble, look it up in the database to find out what you need to possess to open it. The information section contains blueprint maps of your current tower. There is also a screen showing the time before the ship reaches the Earth, the ships present condition and the speed and course the ship is travelling. The most important screen in the information file allows you to open and close all the doors and airlocks in your present tower.











HEY HEY IT'S...MAP B1

The area represented by map B1 only has three rooms, and one of those is the stair room you entered this part of the tower from. There are still vital things to be done in those two remaining rooms.



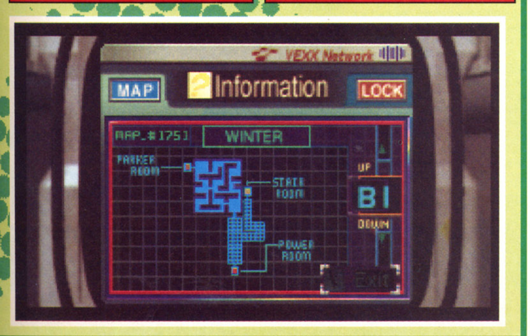
POWER ROOM

Obviously this is where you restore the ship's power. There are lots of strange looking consoles in this room, but only one you can operate. The console to restore the power has five unmarked buttons, and one more labelled Power. The correct sequence of button presses to regain power is... Aha! We're not telling. What do you want us to do, come round to your houses and play the games for you!



PARKER'S ROOM

Parker's room is located in the far corner of a large maze-like storage room/ loading bay. Beware this storage room is where you first encounter the alien! Upon reaching Parker's room Laura has a slight turn in the stomach. Quite right too, the contents of the room really are an unpleasant sight. In the corner of the room is another door. Sealed with a DNA-activated lock.



LOVING THE ALIEN

In *D* Laura faced the horrors of her family's bloodline. In *EO* she is pitted against the terror of the invisible alien. There is a lot more interaction in *EO* than its predecessor. The heavy rendered FMV sequences of the original, have been merged seamlessly with real time gameplay in *EO*. The majority of this real time gameplay is spent walking the ships lonely corridors. Until you're being hunted or hunting that pesky alien. The only interaction in these sections of the game is the use of Laura's stun gun. The beeping you can hear on your VPS in these sections, really does heighten the element of terror. Remember it can see you. You can't see it. You can run but you can't hide!



Laura gets ready to aim and fire. What's going to happen next? You'll have to wait until the summer to find out.

NEXT MONTH... SEASONS IN THE SUN

From the finished Japanese version of the game, one thing is certain – it really is brilliant. We are saddened to hear of the game's British delay, but can understand that due to the large amount of translation required. Remember the game spans four discs. That is a big conversion job. Hopefully the game will appear sometime around the summer. Something well worth looking forward to!

75% COMPLETE

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We finally got our hands on a boxed copy of *Mario Kart 64*! Now, instead of telling you how great we're expecting it to be, we can tell you exactly how it plays.



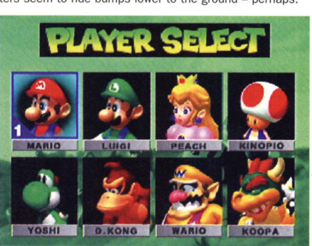


© NINTENDO

Forgive us if we go a bit misty-eyed at the mention of *Mario Kart*. The original Super NES game played a very special role in our lives. For several years after it first appeared in the office, we found there was nothing like a two-player Kart challenge for deciding who was going out to the corner shop in the driving rain. This decision-making process used to cost us whole afternoons and got us all into lots of trouble, but we did it anyway. Yeah, the CVG boys and *Mario Kart* go back a long way, so you can understand why we were so keen to get our mitts on the 64-bit sequel. Would it be as work-stoppingly addictive as the beloved original? And could the four-player modes really be as fantastic as we had hoped? Well, we're still making our minds up about those questions, but pending the full review, here are some of our initial findings on this most eagerly-awaited Mario game since *Mario 64*.

KARTERS ARE SMARTER

Players of the SNES game will recall that the drivers used to have different attributes that affected the way their karts handled. The Princess and Yoshi, for example, both had great acceleration but a low top speed and tended to slide around the track, while Bowser and DK Jr were heavier, with slower acceleration, but a higher top speed and surer steering. In *Mario Kart 64* the differences between the drivers is much less noticeable – in fact, even after numerous road-tests, we're not sure that there IS any significant difference between them. They all have very similar top speeds and acceleration, and there doesn't seem to be much difference, if any, in the way their karts handle around corners or on different terrain. Heavier characters seem to ride bumps lower to the ground – perhaps.



COPYCAT KARTS

Look at this! CPU Luigi dropping bananas?! Yes – the old system whereby each character had their own special power has been abandoned too. Remember Bowser's fiery bum-guffs? Well, now all the computer drivers operate just like you do, collecting power-ups from the power-up boxes and using them whenever it seems appropriate.



GEAR BOXES

Super Mario Kart's power-ups were hidden in '?' blocks in the road, and once you'd driven over the block it was empty. In *Mario Kart 64*, however, the power-ups regenerate after you've collected them, so you get an infinite supply of goodies – which is just as well, seeing as your opponents use them too! The emphasis is more heavily geared to

All of the items from the original game are in *MK64*, as well as a few exotic new arrivals.



ICONS OLD AND NEW







Mushroom: A brief speed boost, used most wisely by drivers to take shortcuts.







Green Koopa Shell: Unguided missile that knocks opponents off the track.












Red Koopa Shell: Homes in on the nearest Kart and knocks it off the track.


Triple Green Koopa Shell: Three shells circle your kart offering a three-hit barrier or three shots.









Banana Skin: Drop it on the track to send pursuers into uncontrollable skids.


Triple Red Koopa Shell: Can be kept for protection or launched like regular homing shells.









Ghost: Steals the nearest driver's item and makes you invisible and invulnerable


Bunch of Bananas: Trail a line of five skins. Drop them one by one, or keep them as deterrents









Lightning: Shrinks all opponents to teeny squishable size. Run them over quickly!

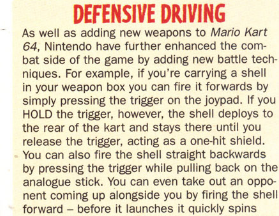
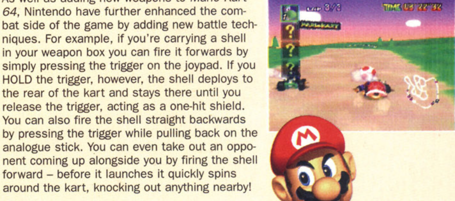

Spiky Blue Shell: Homes in on the lead kart, knocking out anything that gets in its way!





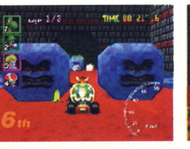
DEFENSIVE DRIVING

As well as adding new weapons to *Mario Kart 64*, Nintendo have further enhanced the combat side of the game by adding new battle techniques. For example, if you're carrying a shell in your weapon box you can fire it forwards by simply pressing the trigger on the joypad. If you HOLD the trigger, however, the shell deploys to the rear of the kart and stays there until you release the trigger, acting as a one-hit shield. You can also fire the shell straight backwards by pressing the trigger while pulling back on the analogue stick. You can even take out an opponent coming up alongside you by firing the shell forward – before it launches it quickly spins around the kart, knocking out anything nearby!

Triple Mushroom: A speed boost you can use three times. Power out of corners!







Golden Mushroom: A speed boost you can use repeatedly, for a limited time only.






POWER SLIDE TO VICTORY!

In the first game the power slide was essential for negotiating tight corners: press the L or R button to bounce the kart, then steer hard to sling it around the bend. In *Mario Kart 64* the same trick works, but it can be refined for another use – as a speed boost!
Hit the right shoulder button just as you're entering a bend and the kart hops in the direction you're steering. Keep the button held down, and you can control the slide, steering into it, then back to maintain your position on the track. As you keep steering, smoke comes out of the back of the kart and when the smoke turns orange, release the shoulder button. You'll come out of the skid and get a 10 km/h speed boost, just as if you'd used a mushroom! It's a technique that takes a bit of practice, but once mastered it can win races and earn you record lap times!







TIME ATTACK



In Time Attack mode you can race around any of the game's 16 tracks, either for practice or to beat your race records. Each race consists of three laps, and you're given three speed-boosting mushrooms to use as you see fit. Once you've logged a killer time you can try to beat it, racing against a 'ghost' which replays your previous race precisely.





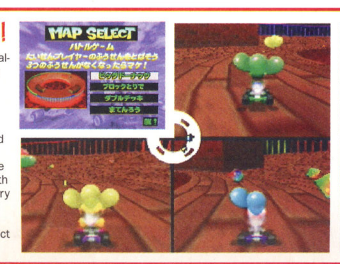



A CHALLENGER COMES!

Get a REALLY fast time and next go around you might be joined by another challenger. Nintendo's best players have had their best races recorded in the cartridge, and if your fastest race time is close to theirs you have to try and beat them! They're all incredibly fast, but who knows, perhaps a special surprise awaits the player who trounces them all?

KART-PARK MAYHEM!

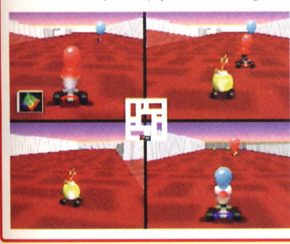
Super Mario Kart's two-player balloon-bashing Battle Mode was a fine source of knockabout fun, and the FOUR-PLAYER Battle Mode in *MK64* is just as good! This time, instead of driving around flat mazes, you're placed in three-dimensional arenas, in which you have to hunt down the other players and blast them with any power-ups you can find. Every successful attack relieves them of one of their three balloons, and the last person with an intact balloon is the winner.





I AM DA BOMB!

One of the best features of Battle Mode is that, when you've lost all your balloons you stay in the game, reincarnated as a bomb car so you can go hunting for whoever caused your demise. Collide with them and bang goes one of their balloons, hopefully their last. The explosion destroys you too, but that's a small price to pay for sweet revenge!



FLIPPING HECK!

Here's a pleasant surprise for expert kart drivers! Win the Special Cup tournament in the 150cc class and you'll be treated to a new title screen and, even better, a mirror mode! Now you have to compete in all the tournaments again, but with all the corners on all the circuits flipped the other way around!







Mirror Mode is basically the 150 cc class with all the corners reversed.



However there are unexpected changes such as oncoming traffic. Eek!

THINGS THAT MAKE YOU GO HMMM...

This isn't a review of *Mario Kart 64* – this is too crucial a title to rate on the strength of four weeks with an imported Japanese copy – but after a great deal of playtesting this game has caused much consternation among the CVG reviewers. Though we are all of the opinion that *MK64* is a fine game we must admit to being slightly disappointed with it. Here are a few of our thoughts so far.

WE SENSE A CHANGE IN THE BALANCE

Rather than simply adding to the original, unbeatable formula, the programmers have tinkered with it, adding the new features we've mentioned here, but also removing other elements, such as the speed-boost pads, the collectable coins, the individuality of the characters and a lot of the course motifs that gave every track a distinct Super Mario 'flavour'. The balance of the action has also changed from being about 70% racing and 30% combat to being much more combat-based – probably more so than any other Shigeru Miyamoto game to date.

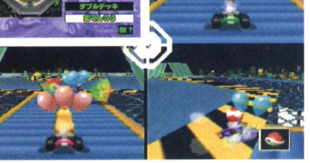
ONE HUNDRED SMACKERS IN THE GOB?

The points we make may all sound a bit fussy, and whether or not these make a big difference to the game probably depends on whether or not you were a big fan of the original Super NES game and of the Mario games in general. Here at CVG, we're going to keep on playing *Mario Kart 64* and you'll have our fully-considered opinion by the time the official game is released. We know copies are exchanging hands for sums in excess of £100. This is kind of usual for a red hot import game, but in this case we're uncertain as to whether the price is worth it. Watch this space.



Karting at sunset. Skilled players are rewarded with *Mario Kart 64*'s alternative title screen!

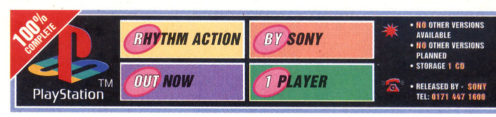




NEXT MONTH

The question as to whether *Mario Kart 64* could be the greatest multi-player video game ever remains open.





H to the E to the R to the O, it's the world's first rap game, yo here we go!!

PaRappa The Rapper

パラッパラッパー

Yo, who dis PaRappa? Well, if you read our PlayStation Expo report back in issue 182, you'll know he was the star of the most popular game at the show. A rhythm/action game that combines brilliant 3D graphics with cool rap sounds from Sony Music's New York studios. In Japan this is a major title for SCE. Over here though, it's considered quirky and offbeat. So quirky that Sony UK don't reckon there's any market for it. And so offbeat that our importer hadn't even heard of the game! But we love *PaRappa*! Simple it may be, but it's also excellent fun! And we reckon it could spur a whole new market of gamers, drawn in by a realtime interactive music video toy! So, check out dis page, and if ya like what ya see, get on da phone, to da stiffs at Sony. Tell 'em you want, to rap with PaRappy, so bring out the game here, and make it real snappy!! Over and out!






SUPER FLY-PAPER!

PaRappa's graphics are astounding! Although it's completely 3D, all the characters are wafer-thin. They've been motion-captured too, resulting is some excellently realistic dance moves. On top of this, the camera movement makes every stage look just like a pop video. Anyone entering the room while you're playing, will think they're watching some nutty musical cartoon show!





CUT THE RAP!

The concept behind *PaRappa* isn't an original one. It's similar to the Aerosmith musical game *Quest For Fame*. And it's even more like the age-old game Follow The Leader, only with rap lyrics as its medium. Here's how you play!



Master Onion is teaching PaRappa kung-fu. As he raps the moves, an onion head moves across a rhythm bar at the top of the screen, passing over symbols relating to each lyric.



Now a PaRappa head passes over the symbols. You have to hit the matching PlayStation buttons at the right time to rap correctly. Triangle, triangle, circle!

Early raps are easy. But later you get some mad lyrics. Just look at the symbols on this screen! Get the timing wrong, or press the wrong buttons and the rap sounds embarrassingly demented!

THE DOSSE POSSE!

There are six stages, each one featuring a different teacher rapping their own stylee.

The plot follows PaRappa as he tries to impress his sweetheart Sunny Funny. Only by matching the raps of each tutor, can PaRappa learn the tricks he needs to win her heart!

CHOP CHOP MASTER ONION

PaRappa wants to be tough enough to beat the local bullies, so he enrols at the Fruits Dojo to learn kung-fu under the tuition of its onion-headed grandmaster!



INSTRUCTOR MOOSELINI

If he's gonna take Sunny on a date, PaRappa needs to know how to drive. Cue a crash-course in driving lessons from a fearsome-looking instructor. What a moose!



MR. PRINCE FLEASWALLOW

Barely has PaRappa passed his test, when he trashes his dad's car! Desperate for cash to buy a new one, he sells peace and love at the fleamarket with this mellow fellow!

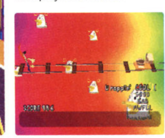




THE RENEGADE MASTER!

Copying each master's rap gets you through the game, but true hip hip heroes improvise their own rap for maximum points! Push the Rap Meter up to COOL and your teacher exits, allowing you to Freestyle Rap! Start messing up and they soon come back, but finish the level in Freestyle Mode and you're awarded a crown for being King Rapper! Check out our Freestyle Rap scores in Freeplay this month!

There's a surprise for getting crowns in all the stages!



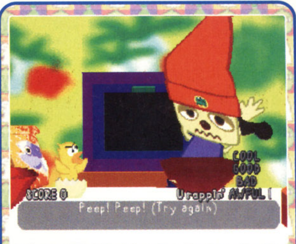
The toilet stage goes insane in Freestyle mode! Catch that loo, Prappy!



Master Onion kicks down the dojo and watches from the background!



Freestyle rap, ahoy!



Cheap Cheap gets so mad when you do bad, she farts an egg onto the table!

KEEP IT FROSTY!

The best thing about *PaRappa* – and the feature that sets it apart from previous rhythm-based games like *Quest For Fame* – is that the sound and visuals are realtime-generated! The quality of your rapping is rated by a chart. If you keep RAPPIN' GOOD everything goes fine. Drop to U RAPPIN' BAD and your teacher starts to get angry or bored with you and the music becomes stranger. Drop to AWFUL and it gets even worse, until they stop the rap and tell you to start again!



Master Onion starts falling asleep if you rap poorly!



Hit the wrong rap buttons and onion pupils pop out. Hello!



Do badly at the fleamarket and it starts collapsing! Learn some rhythm, boy!



WHO YOU CALLIN' A HO?

PaRappa's ready to make his move...

... when his seafood cake calls!

Cue humorous bowel-drop scene!

Keep clenching Pappy! Haaang on!

PLOT PLOT AND WATCH THEM ALL DROP!

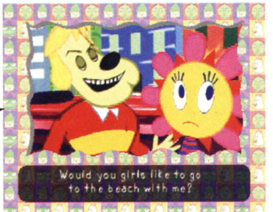
Excellent rendered story sections tie all the rapping stages together. They're brilliantly funny, especially the one telling how PaRappa needs to find the crappa!



The visuals are all super-stylish.



It's the work of Rodney A Greenblat.



This is Joe Chin, the local stud. Everytime PaRappa tries to make a move on Sunny he goes one step better. A real Ed Lomas.





CHEAP CHEAP THE COOKING CHICKEN

It's Sunny's birthday and PaRappa needs to find her a cake fast! Here he follows the instructions on a TV cookery show. Today's special – seafood cake. Yum yum!



THE TOILET!

It's Sunny's birthday and PaRappa has her to himself. Everything looks rosy when – his bowels drop! Rushing to a gas station, he finds he has to rap his way to the front of the toilet queue!



MC KING KONG MUSHI

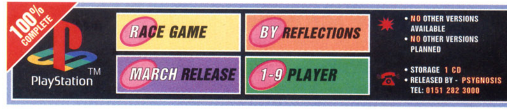
The final level of the game is a partytime celebration! With Sunny in the crowd, this is PaRappa's big chance to show he's the Master MC. Everybody in the house say YO! Say YO YO YO!



NEXT MONTH – CHILLI

As we said, Sony have no intention of releasing *PaRappa* over here. Bizarre considering all the lyrics are English and all the music is western hip hop. If priced at £35 and packaged with a CD featuring rap tunes from Sony Music artists, we reckon it could be a hit! It's certainly the most inventive title we've seen in a long while!





We've had Formula One, Anti-gravity racing, Rally, 4X4, Destruction Derby and now... bring on the *MONSTER TRUCKS*!

MONSTER TRUCKS

Psygnosis definitely have the monopoly on PlayStation racers at the moment. With only Namco and the *Ridge Racer* sequels offering any real competition. The great thing about Psygnosis racers is that they dare to be different. Which is where *Monster Trucks* enters the scene, starring those suped-up kings of car crushing with the amazing suspension and huge wheels. Crazy stuff indeed. Remember: This isn't one of Homer Simpson's favourite sports for nothing!





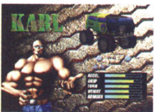
WHY MONSTER TRUCKS?

Somebody wise probably once said, "A racer is a racer is a racer". Well, they were wrong. Not all racing games are the same, because not all racing games have Monster Trucks! The best feature about these trucks has to be their amazing suspension. This, coupled with the huge tyres, can get the truck over any type of terrain. And with a bit of perseverance and acceleration, can get them up and over the steepest gradient. So these are the pleasures included in the game. Yes you get a standard race, a start and finish post, with a course to follow inbetween. However, if you're feeling particularly sneaky you can try and find some short cuts and veer off the chosen path. Of course this brings about its own set of problems – the wrong shortcut could bring your truck to an abrupt halt; finding yourself stuck in a lava pit, or at the bottom of a deep canyon. You can cheat, but you've got to be clever to survive.



DIFFERENT TRUCKS TO MOVE THE WORLD

There are nine different rides to choose from at the start of the game, ranging from suped-up pick-up trucks to a monster Humvee. Also included are the cool Volkswagen Beetle and camper van, with each truck boasting different attributes in five different classes: Acceleration, Grip, Turning, Weight and Armour. Of course the bigger vehicles like the Humvee are heavy and have slower acceleration, but they make up for this in armour. Whereas the pick-up trucks like Enzo's have good all-round attributes, with weaker armour. The choice is yours.



Karl and his camper.



Nail avec le Humvee.



Michelle and Herbie.



Camper Van action.



Nail's Humvee ROCKS!



Isn't she a beauty?





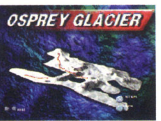




MUCHO MACHO MONSTER MASHERS!!!

COMING SOON









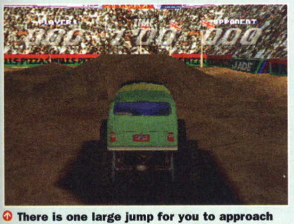




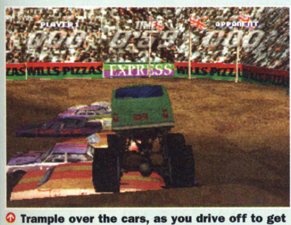
CAR CRUSHING!!!

The most original feature of *Monster Trucks* is the car crushing event – a sport which seems like heaven for sofa-seated beer-guzzling spectators. The event is simple – drive your truck across a row of cars, earning points according to damage. This round has a sixty-second time limit, with two trucks competing at a time, in a divided indoor arena.





There is one large jump for you to approach the row of cars. Hit it with too much speed and you'll miss some of the cars, losing valuable points. Approach the jump just right, and you'll manage to crush the first car in the row.



Trample over the cars, as you drive off to get ready for your next attempt. If you're pleased with a particular move press circle and give your opponent a toot of your horn! This serves no other purpose than to show off!

YOUR RACE... SHOULD YOU CHOOSE TO ACCEPT IT

These five courses make up the the first season of the championship mode. If you score enough points and finish first in your division – you get promoted into the second division. With the aim to finish top of the first (duh)! Each new division has additional courses. All providing a more intense challenge. Place well in all these events, and you get to compete in the car-crushing arena.



The first circuit is set within an arid canyon. Avoid the outcrops of rocks.



Next it's onto snow covered mountains with slippery ice to negotiate.



Racing around the edges of an active volcano. Be sure to avoid the sticky lava.



The fourth race is an endurance test, with rolling green hills and small villages.







I WAS LOST BUT NOW I'M FOUND

Not all the races in *Monster Trucks* are as linear as following a set circuit. In an endurance race you race against eight other vehicles. Difference here is that you must pass nine checkpoints distributed around the level. The result is a bit like a relay race, so this is the level where it really pays to take shortcuts as the roads are narrow and often filled with the other competitors. Rather than a break from the normal racing, endurance is as unique a challenge as the other courses. More proof should you need it, that *Monster Trucks* has quite a few rather good ideas.



NEXT MONTH... KEEP ON MONSTERIN'

We've got the finished version of Monster Trucks right here in the office, so you are guaranteed a full review in the next issue. Now there's something to look forward to!

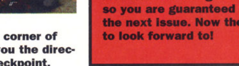








The arrow in the corner of the screen shows you the direction to the next checkpoint.



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HAVE YOU EVER DREAMED OF BECOMING THE ULTIMATE GAMESPLAYER!

It's a well known fact that almost all youngsters want to work on CVG when they grow up! It's a natural ambition! In the days of steam-power everyone wanted to be a train driver. In the space age, everyone wanted to be an astronaut. But that's all old hat now. Obviously you all yearn to be inter-dimensional bounty hunters like us – *The CVG Force!*

Ah, the daring adventures we share! Using our boom tubes we can flit through time, travelling back to the Cretaceous Period to ride on the back of friendly Triceratops, or munch on freshly-grilled velociraptor steaks. Sometimes we travel to the future to hang around with our telepathic insect buddies in the 31st Century. Even when we just stay at home it's fun. Whether we're in our subterranean Catacombopolis or orbiting the Earth in the CVG Satellite, there's plenty to do. From training in the Jeopardy Gym under the guidance of Captain Paul, to watching Ed constructing moon rockets by thought alone. Even battling the demented schemes of our arch-nemesis Daawsun!

Of course, becoming a member of *CVG Force* is no cakewalk. It takes years of dedicated training in some of what you call Video Games. We prefer to call them Thrungian Training Modules. You see, the truth is they are in fact remote transmitters, evaluating your skill and beaming the results back to our all-mighty CVG Hive Brain, so it may deem whether you are CVG Positive – and therefore worthy of a place in our illustrious Force!.



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The Millennium is fast approaching! And our insect friends have warned us that in the year 2000, the dinosaurs will return in their motherships to inherit the Earth! *CVG Force* will need fresh recruits to defend our planet from their flesh-lust! And so our mighty Hive Brain has constructed a plan. Only certain 'games' are fitted with Thrungian transmitters – the ones we call 'High Fives'. Subscribe to CVG and you are guaranteed to choose the right 'games' and thus earn assessment for Force recruitment. Prepare for the day of reckoning NOW!

JUST LOOK AT WHAT CVG FORCE THINK OF ITS INCREDIBLE FEATURES!

ALEX: What else? It's gotta be the date and time function for me. I've thrown away my old rubbish watch!

PAUL: Hmm, personally I like the stopwatch. Excellent for getting my egg boiled to just the right texture!

ED: Preep poot! I love the Phone Directory that allows me to keep 63 numbers for quick reference! It's almost like compiling tips!

TOM: I find the Daily Alarm essential! Ringing every day, it's perfect for waking me in the morning. I'll never be late again!

MIKE: Kadzooks! For me it has to be the Secret Password System. Only I can access my personal Mini Databank!

JAIME: By Odin! I use the 24-hour countdown timer to check how long it takes Lomas to work. One second too long and he's fish food!

PHIL: Erh, Oi loike da auto shut-orf fasillytee. Cos oi always ferget to switch fings orf. it meens oi dont 'ave ta fink!

PLUS - RECEIVE THIS INCREDIBLE MINI DATABANK!!

Yep, there's more – subscribe now and you will receive a Mini Databank – the official utility pod of the *CVG Force*. We find its organisational abilities essential on our missions. And so will you, as honourary Force members! Stylish, compact and pocket-sized, this is the ultimate accessory of the true gamesplayer. The type of person worthy of the name – Cuggie!



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"Blagger's Guide to Video Games" pull-out, *Virtual On* players guide, *Star Gladiator* players guide, *NBA Jam Extreme* secrets, *Star Wars: SOTE*, *Rage Racer*, *Fighters Megamix*.



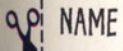
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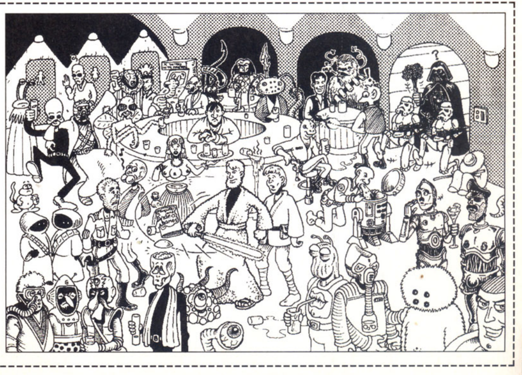


Newsagent,
Those aren't the magazines I'm looking for. You will reserve a copy of Computer and Video Games for me. Now go about your business. May the force be with you.



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computer and video games





CHECKPOINT

The month's events and software releases at a glance. **Feb-March**

Want to be the Master Yoda of video games? Well look no further than Checkpoint. All the important events and releases of the month, revealed to you. Now your training is complete!

It's Nintendo 64 month! Yes, after months of watching the import scene, UK owners will finally be able to get their hands on a PAL version of the N64 when it's launched on March 1st.
A look at the release schedule shows the four release games are *Mario 64*, *Pilotwings 64*, *Shadows Of The Empire* and *Wave Race 64*, all expected to retail for about £59.99 (the machine itself is set to cost £249.99). Also of importance is our excellent cover game *Turok: Dinosaur Hunter*, which hits the shelves two days after launch! You can read more about the machine and all these games in our N64 feature starting on page 54.
This launch heralds the first four-machine race we've seen in the games industry. Don't expect the PlayStation, PC or Saturn to just sit idle though. Sony are releasing UK versions of *Soul Edge* (*Soul Blade*) and *Rage Racer*. On PC we're still awaiting the much-delayed *Dungeon Keeper* and *MDK* (whenever they're both finally released. And Saturn has *Sonic 3D* and *Dark Saviour*, with *Fighters Megamix* lined up real soon.

THE STAR WARS TRILOGY!

SPECIAL EDITIONS!

20 years after the original Star Wars revolutionised film-making, the Star Wars trilogy is making its big screen comeback. All in preparation for the new Star Wars movies beginning in 1998! These aren't just simple rereleases though – all the special effects have been brought up-to-date through computer-enhancement, with new CG models featured in the first Death Star attack. New scenes have also been added – the Millenium Falcon blasting off from Mos Eisley, a fly-by of Cloud City, the Rancor Beast eating Oola, and, most famous of all, Jabba the Hutt meeting Han Solo in the first film! Using techniques pioneered in Jurassic Park, Industrial Light and Magic have superimposed a computer-generated Jabba onto a a scene originally cut from the film! Considering most of you probably aren't old enough to have ever seen a Star Wars film on the big screen, this is your big chance. Don't underestimate the power of these movies! Especially with their now THX-enhanced soundtracks! Star Wars arrives on March 21, with The Empire Strikes Back following on April 11 and Return Of The Jedi on April 25. An incredible two weeks between each film! Expect marathon Trilogy-showings to follow...

AOU SHOW

19th-20th February (Makuhari Messe Centre, Tokyo)

The show where the Japanese unveiling of *Tekken 3* and AM2's *Supercar Scud Race* are set to take place. The edge has been taken off this somewhat, by the fact that both these games appeared at the recent London ATEI, and have also been on test at certain UK arcades. There's one trump card left though – *Street Fighter 3*. Capcom have only shown this game by invite-only, so this is the general public's (in Japan anyway) first chance to play the game!

MIND-BOGGLING COMPETITIONS!

Yet more chances to win the most desired games in all the world, thanks to the generosity of our good buddies at HMV.

FIGHTER'S MEGAMIX

Who'd ever have thought we'd have a fighting game featuring Virtua Fighters, Fighting Vipers and Virtua Cops together? Well Tom actually predicted this event back in October of last year, suggesting it would be called AM2 Fighting Masters. Now, to celebrate the realisation of this prophecy, we're giving away a copy of the game to the person who can show equal foresight. We want you to predict a surprise hot game release for 1997. The most inventive prediction wins. And who knows, it might stir a company into releasing the game too! Send to:
I SEE IT IN THE RUNES COMP!

RAGE RACER

Namco's third PlayStation racer has sent our office into a frenzy, and this blistering game is coming out here real soon! One of the things that makes *Rage Racer* so awesome is the sheer madness of its twisting roadways. Prove that you're worthy of winning this game and facing these courses, by designing the most fiendish racetrack ever! We're not worried about fancy artwork or perspectives, it's clever ideas we want to see – obstacles, roadside features, lethal sections! Give the track and some of its most infamous areas names too. Send too:
THE RACECOURSE OF DOOM COMP!

MDK

Shiny's most ambitious game to date is still hotting up for release, but we reckon it could well be mind-blowing! So much so that we're going to give another copy away when it comes out. Last time we asked you to tell us what *MDK* stands for. And as you can see from this month's winner, we've discovered it stands for Matthew Dumps Kate. This is such a sad tale, so we've decided to cheer up our next winner. Win the game and our sympathy by sending a sad/ embarrassing story about yourself or a friend. Something humorous though, nothing morbid. The one that pulls our heartstrings most wins. Send to:
WHEN I CRAPPED MYSELF IN CLASS COMP.

Computer And Video Games, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU

ISSUE #182 WINNERS!

DESTRUCTION DERBY 2

We asked you draw us a picture of the ultimate car of destruction and the winner by far was this – the Vigilante Hellbeast! As its creator Steve Murison of Aberdeen explains " This road warrior kills without mercy, stopping only to refuel on human blood." Further text talks of Satan's Fist (attached to front), the Jaws of Hades (god save us all) and its Ben Hur-style death tridents (say no more). And he even uses the F-word. Best bit of mail we've had this year!

Like a fiery punch from Hell, or a headbutt from a mammoth, Satan's Fist shows no mercy!

MDK

"What does *MDK* stand for?" we asked. We almost went for 'Mangle Dhalsim's Knackers', but instead we went for 'Matthew Dumps Kate'. A tragic tale that Stuart Lee describes as spookily reminscent of the game. Fair enough, but we wonder what Matthew thinks of his friend Stuart cashing in on his love plight...

VIRTUAL ON

Asked to invent a new controller for a video game, you lot sent us a load of old rubbish (mainly fancy costumes, snore). The best though was this entry by James Hooker of Bedfordshire, a *Coolboarders* snowboard that you steer with your fingers. We were won over by the finger trousers that come with it! Incidently, our own MicroGoblin tells us that *Surf Champ* on the Spectrum employed a similar means. Read all about it in his Freeplay Cabin!

KEY: **Red** Buy it! It's Cool! **Blue** Bad news! Don't be a fool!

GAME NAME	COMPANY	FORMAT
7 February	•	•
Andretti Racing	EA	Saturn
Crypt Killer	Konami	PlayStation
Namco Museum 3	Sony	PlayStation
NBA Live '97	EA	Saturn
Phantasmagoria 2	Sierra	PC-CD
Riot	Psygnosis	PlayStation
Road Rage	Konami	PlayStation



GAME NAME	COMPANY	FORMAT
13 February	•	•
Sonic 3D	Sega	Saturn
14 February	•	•
Animal	Ocean	PC-CD
Extreme 2	Sony	PlayStation
International Power Soccer	Sony	PlayStation
International Superstar Soccer Deluxe	Konami	PlayStation
Jet Rider	Sony	PlayStation
NBA In The Zone 2	Konami	PlayStation
Soul Edge	Namco	PlayStation
Transport Tycoon	Microprose	PlayStation
Twisted Metal 2	Sony	PlayStation
X2	Ocean	Saturn
19 February	•	•
Tempest X	Interplay	PlayStation
20 February	•	•
Dark Saviour	Sega	Saturn
21 February	•	•
Crusader: No Remorse	EA	Saturn
FIFA '97	EA	Saturn
Magic: The Gathering	Microprose	PC-CD
Stark Trek: Borg	Virgin Interactive	PC-CD
Soviet Strike	EA	Saturn
Suikoden	Konami	PlayStation
26 February	•	•
Crow: City Of Angels	Acclaim	Saturn/ PlayStation
27 February	•	•
Die Hard: The Arcade Game	Sega	Saturn
28 February	•	•
Air Warrior 2	Interactive Magic	PC-CD
Beavis & ButtHead's Little Thingies	Virgin Interactive	PC-CD
Beavis & ButtHead's Weiner Takes All	Virgin Interactive	PC-CD
Beavis & ButtHead's Calling All Dorks	Virgin Interactive	PC-CD
Beavis & ButtHead's Screen Wreckers	Virgin Interactive	PC-CD
Commanche 3	EA	PC-CD
Die Hard Trilogy	EA	Saturn
Robotron X	GT Interactive	PlayStation
Rage Racer	Namco	PlayStation
February (no set release)	•	•
Armored Fist 2	EA	PC-CD
Dark Reign	Activision	PC-CD
Dreadnought	Ocean	PC-CD
Dungeon Keeper	EA	PC-CD
Dungeon Keeper Cluebook	EA	Book
Q2 (Quake add-on)	Ocean	PC-CD
1 March	•	•
Nintendo 64	Nintendo	Nintendo 64
Pilotwings 64	Nintendo	Nintendo 64
Mario 64	Nintendo	Nintendo 64
Shadows Of The Empire	Nintendo	Nintendo 64
4 March	•	•
Turok: Dinosaur Hunter	Acclaim	Nintendo 64
6 March	•	•
Magic The Gathering	Acclaim	PC-CD
7 March	•	•
Area 51	GT Interactive	Saturn/ PlayStation
Battlesport	Acclaim	Saturn/ PlayStation
Crusader Classic	EA	PC-CD
Crusader: No Remorse	EA	PlayStation
Die Hard Trilogy	EA	PC-CD
Independance Day	EA	Saturn/ PS / PC-CD
KKND	EA	PC-CD
Legacy Of Kain	BMG Interactive	PlayStation
Magic Carpet 2 Classic	EA	PC-CD
Perfect Weapon	EA	PlayStation
Reloaded	Gremlin	Saturn
Ten Pin Alley	EA	PlayStation

Star Wars: Special Edition. The extra scene of Han meeting Jabba. We think he looks unwell!

More Star Wars: SE. It's gonna be awesome!

14th Feb

Soul Blade: an excellent Valentine's present!

4th March

Turok: Dinosaur Hunter. An incredible game!

CHEERS TO HMV!

If it wasn't for our good pals Doug and Darren at HMV, you wouldn't have the excellent competitions or release dates seen on these pages. Bear in mind though, that companies change their release dates all the time, and neither HMV or CVG can be held responsible if they're incorrect. Hey, we're only trying to do our best!

HMV
KNOW HMV • KNOW GAMES

Official UK PAL N64 systems are locked in warehouses up and down the country. On March 1st you'll be able to buy one. And about bloody time!

Some of you have been waiting TOO LONG for this day to arrive. We know because we've listened to your phone calls, read your letters, heard you complaining to the shop assistant! This feature is intended to rekindle the excitement you felt when you first saw the shots of N64 games last July. It's also intended to let you know exactly what to expect when you head into your nearest stockist, Sterling in hand, to buy a cool piece of the gaming future. So, would you, should you, COULD you go out and buy a Nintendo 64 on March 1st?



NINTENDO 64 UK LAUNCH

64-BIT SUCCESSOR TO THE SUPER NES



REALITY ENGINE

The Nintendo 64 is a joint development between Nintendo 64 and Silicon Graphics. The chipset inside the console – the hardware which produces the amazing audio/ video routines – is based upon Silicon Graphics' esteemed Reality Engine chipset. As the two companies like to remind us, a Silicon Graphics Reality Engine was at the heart of special effects in films such as Terminator 2 and Jurassic Park. For the player, the significance of true 64-bit technology at home is as much to do with the richness of the environment, and the possibilities within that environment, as it is with looks. Which is why almost all Nintendo 64 games require the use of the new 3D stick to exploit them...





When you see the T-Rex coming at you in *Turok*, you'll believe every word Nintendo said in 1993.

AND THE PRICE IS...?

First of all let's clear the price thing up. The Nintendo 64 starter pack is originally going on sale at £249.99. In the box you get the deck (console), a custom mains adaptor with plug, one grey controller, an RF Modulator, an RF lead, an RF switch-box, and an RF extension cable. Games are extra.



OVER THREE MILLION PEOPLE CAN'T BE WRONG!

A glib comment to make, but Nintendo 64 has really taken off in other parts of the world. In Japan it has been noticeably slower than expected, but this is sure to have something to do with a lack of software available early on. In the States, machines have been selling just as fast as the retailers can get them on the shelves. Games like *Shadows of the Empire* have been almost impossible to obtain on import as a result. So the obvious statement would be "yes, it is a wise and wonderful decision to buy a Nintendo 64". Just consider that there are only a handful of games available initially. But with *Turok* and *Mario 64* among them, this shouldn't be too much of a problem! And of course the UK machine is by far the better option for users who want a care-free crack at the whip – no power converters to worry about, or wondering if you've got the right picture or not. Go for it!





THE PHAT CONTROLLER

Half the magic of playing any of the key N64 titles lies in the uniqueness of this controller. Though Sega and Sony now have analogue devices of their own, they are mostly just accessories to make playing existing games more exciting. With N64 the analogue centre-piece is essential – the new breed of games depend on it. Of course Nintendo put a lot of effort into the rest of the controller too!

L/ R Trigger Buttons. Have all kinds of uses: extra gun trigger; jump button; used to open doors, and so on.

The trademark Nintendo D-pad. It has served us well enough for over a decade on the NES and Super NES. Eight-directional for use with standard action games.

C-buttons. Used to control the viewpoint/ perspective – most prominent examples being *Mario 64* and *Pilot Wings 64*.

Z Trigger. Situated beneath the centre handle, falling conveniently beneath the forefinger. Adds an extra dimension to *Mario 64*, and works great in *Turok*!

3D Stick. Key to making N64 games stand apart in terms of gameplay as well as looks. True enough the precision offered by this analogue stick makes the world of difference in the few N64 games which use it well.

WE ARE THE CONTROLLER BROS

You'll be pleased to know that the cool range of custom controllers are available from day one. It's worth having an extra in the bag for *Wave Race 64*, and *Killer Instinct Gold*. After that, however, it's quite a long wait until *Mario Kart 64* – the real reason for excessive controller collections.

CONTROLLER PACK

Similar to how the PlayStation Memory Card works, the Controller Pack allows players to store game-play information and transfer it to another system. For example in *Wave Race* the settings of a custom machine can be taken to a friend's house for a two-player challenge. With *Mario Kart*, ghost data of an especially fast lap time can be inserted into a rival's controller for them to challenge. This information is in addition to the gameplay data stored on individual copies of games – unfortunately you can't transfer all the cartridge info onto a controller pack.

BORDERLINE DECISION

Those of you accustomed to playing British consoles are familiar, and in fact quite used, to playing games under the PAL format. Usually this entails playing slightly 'inferior' versions of Japanese/ American originals which suffer from a 17% loss of speed and black borders top and bottom of the screen. In the run up to March 1st, Nintendo had sent over 10 PAL N64 systems to the UK for evaluation, running a copy of *Mario 64*. The game does have slight borders, but is running up to speed. Unfortunately NOBODY in the UK has seen versions of *Shadows*, *Pilot Wings*, or *Wave Race* in action. Let's hope they've all been optimised too.

GAMES AVAILABLE AT LAUNCH

Here's where Nintendo's critics like to have their fun. N64 games are priced in the region of £50-60. For the biggest games the recommended price is £59.99 (*Mario 64*, and *Shadows of the Empire*). Slightly less prominent titles such as *Pilot Wings 64* are suggested at £49.99. While THE Games fully expect that individual retailers will affect their own discount of around a fiver or so, the official standpoint won't change for some considerable time.



Mario 64 – Price: £59.99

Arguably the best video game ever created (you should here Paul and Ed argue). The title you have to own for your new Nintendo 64. Review: page 56.



Star Wars: Shadows of the Empire – Price: £59.99

Every Star Wars fan's dream. Not the toughest SW game around, but the most varied. Review: page 60.



Pilot Wings 64 – Price: £49.99

Stunning flight simulation which showcases the N64 to the hilt. Exciting in a different way. Review: page 58.





The best video game ever. The best video game "ever"? The best video game ever! Let there be no doubt about it. Or else argue among yourselves!

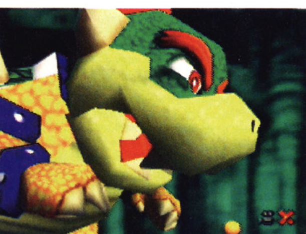


SUPER MARIO 64

At some point in time, somewhere along the line, it had to happen. The Best Video Game Ever is a hefty title to throw around, and not an easy one to maintain at that. But Super Mario 64 imprints players with such a feeling of elation that magazine journalists the world over responded with the same voice. Back in June 1996 we couldn't believe what Nintendo had produced. *Super Mario 64* surely was – IS – the The Best Video Game Ever. When it begins you can scarcely believe your eyes. After about twenty hours of solid play the tasks required of Mario still carry an aura of genius about them. That the game has an ending is just about the only disappointing element there is to it. If ever a game is capable of making money no object, *Super Mario 64* is it.

AMBASSADOR FOR THE NEW SCHOOL OF COOL

Each time you play *Super Mario 64* it offers a new and exciting experience. Even after the so-called 'end' there is fun to be had experimenting in Mario's new virtual universe. There are 120 set tasks to complete, spanning 15 miniature 'Worlds'. The routes taken, and the order they are completed in, depends on the player – the freedom in *Super Mario 64* is its most magical feature. How you see, how you think, and consequently how you feel when playing *SM64* is radically different to anything before.







Players aren't just presented with a pretty picture to admire in this game, you enter it alongside Mario. It really seems as though you are there!







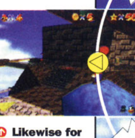
THROUGH THE EYES OF A CLOUD PILOT

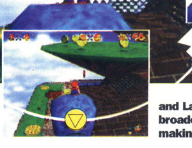
The world of *Super Mario 64* is viewed through the lens of a floating camera, handled by a famous Super Mario character, Lakitu. He's the circuit steward from *Super Mario Kart*, also known for dropping Spikeys from his fluffy pedestal. As Mario explores, Lakitu trails a short distance behind, and can be positioned by the player to get the best view of the scene by pressing the yellow 'C' buttons.



The top C Button allows players to sneek up right up close to Mario's head, and take a good look around. You get about 270° vision.

To view the action from the right, tap the Right C Button. The more times you tap the button, the further around Lakitu goes. There is a limit though.





Likewise for the Left C Button. It's possible to imitate the 2D style of traditional Mario with the Left and Right C Buttons. But why do that, eh?

Pressing the bottom C Button creates more distance between Mario and Lakitu. This presents broader view of the scene making problem solving easier.



Things have progressed quite a way from Super Mario World on the Super NES. In that game players may look slightly ahead or behind Mario using the shoulder buttons. Who would have thought Super Mario 64 would have so much to offer.



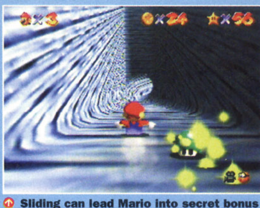




Swim by tapping the jump button, and direct Mario using the 3D stick. Coins provide a temporary boost of oxygen.



Punch out enemies who get too close. This is another way of retrieving those all-important coins.



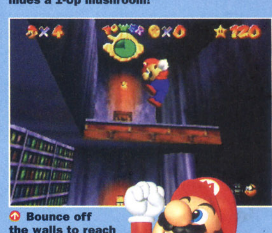
Sliding can lead Mario into secret bonus areas, such as this mysterious tunnel which hides a 1-Up mushroom!



Use the cannons to fire Mario to far off, out of reach places. The cannon can be directed through a variety of angles.



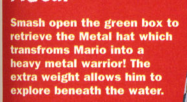
A rather more advanced tehnique used to attain some awkward areas: floating on air! Mario is taking a shortcut here.



Bounce off the walls to reach high-up places! To be honest, we messed it up a bit here! Oops.

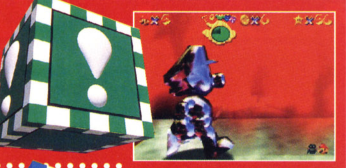
CONTROL FREAK

Freak? You will do when you first experience the depth of control players have over Mario. Using the analogue '3D' stick, Mario is enabled to move around in any direction at any pace. In conjunction with the Z Trigger, plus the Blue and Green action buttons, Mario is capable of some really impressive acrobatics too! These are just some of the cool new techniques Mario can muster.



Metal

Smash open the green box to retrieve the Metal hat which transfroms Mario into a heavy metal warrior! The extra weight allows him to explore beneath the water.



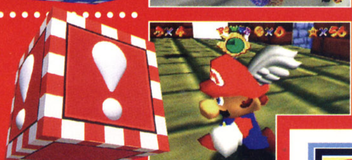
Transparent

Blue boxes hold the cap which makes Mario almost invisible. In this state he is able to pass through walls as though he were a ghost. Spook!



Wings

A revelation in *Super Mario World* – the ablity to fly. This time Mario has complete freedom of the skies, using cannons to power him higher, faster.



HATS FOR CATS

Aside from giving the world countless heroes who jump on villains' heads for a living, Mario is also famed for wearing some pretty bizarre costumes. While Mario 64 doesn't go overboard in this area, these three very special hats provide no end of entertainment!

REVIEWER

Mario 64 is better than fantastic. It's more than awesome. There aren't really any words left, which haven't been used a million times, to convey the sensational event represented by *Mario 64*. And after I'm done spouting all that poetic stuffiness, all I really want people to do is lead Mario from beginning to end of this special game. Because if you don't, you're missing out on taking a very large step into another dimension of video gaming. To the casual observer, this could be an amazing CG demonstration – only there's somebody in control of the action! For players who think they have seen and done everything the video games industry can throw at them, *Mario 64* is a revelation. Hence the special award, and don't you forget it. Simple enough for the completely inexperienced to be overjoyed playing, and complex enough to tax the keenest 'professional', there isn't a more perfectly accessible game than this. Rewards are plenty, and expertly implimented, but the one which remains constant is simply holding the controller and taking part. The 'must have' game of the decade.

PAUL DAVIES



From the opening sequence to the final bout with Bowser, and beyond in pursuit of every last star, Mario 64 convinces that this is the best video game ever made.

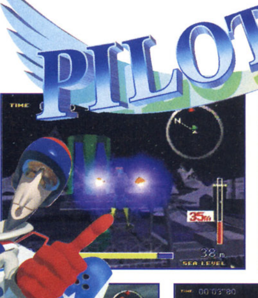




What *Mario 64* does for the cause of 64-bit gameplay, *Pilot Wings 64* does for the Silicon Graphics hardware.

PILOTWINGS 64

There are moments in *Pilot Wings 64* which really blow you away, simply because you just haven't seen their likes before. There's the occasion when you hover above a pothole before braving your descent to the unknown. Flying through the Grand Canyon with only the moonlight to guide you is exhilarating too – and you're expected to score perfect hits on a series of targets too! Most breathtaking of all – early on at least – is a hang-glider trip down the side of a mountain ravine. In fact it seems odd that *Pilot Wings 64* is considered alongside other video games at all. Think of it more as a motion simulator with goals, some of which are pretty weird.













TIME 00'56"35
47m
0 km/h SPEED
FUEL
47 m SEA LEVEL

UP WHERE THEY BELONG

Pilot Wings 64 is a joint creation between Nintendo and Paradigm. The latter are professionals in the field of motion simulation. Combining Nintendo's knowledge of video games with Paradigm's extensive research into real-life physics, the end result is a worthy sequel to the Super NES classic. So when you're taking to the skies, you know that the tasks ahead aren't just going to be fun, they're scientifically accurate too. This is a great example of how owning the bare bones of a Silicon Graphics Reality Engine in the home could start to revolutionise the way we play games.



NOT YOUR AVERAGE GAME

We've seen it happen – players grab a hold of the N64 controller and gaze at *Pilot Wings* for a time, then decide 'nothing doing' and move on. Probably you're expecting to shoot lots of things – have dog-fights? Bomb airfields? Loop the loop for stunt points, that type of thing? Well there are games like this planned further down the line for N64, but for the meanwhile *Pilot Wings 64* takes a more laid back approach. Which isn't to say it's any less exciting, rather the skills are characteristically delicate, and the overall approach is much more open. As this is one of the first N64 games, it seems the experience Nintendo and Paradigm want players to enjoy the most is the appreciation of amazing detail of convincing landscapes through a variety of aerial transportation.

The Vehicles

Here's the basic three vehicles provided to enable some thrilling times around and about the four fictitious islands in *Pilot Wings 64*.

Hang Glider

It's just you and the elements out there. Success in hang glider missions is often associated with the careful management of air thermals – those upward currents of air used by birds to maintain height. Precision landing is also extremely tricky.





Rocket Belt

So long as you're topped up with fuel, the Rocket Belt can take you anywhere you'd like to go. Accurate landing capabilities, and smart manoeuvrability overall warrant more complicated take off and landing exercises for this piece of equipment.





Gyrocopter

Like piloting a radio-controlled version of the real thing – with rudder shifting, and rotors buzzing authentically as you power along. Test your mettle by flying low under bridges, and targeting robots with missiles!







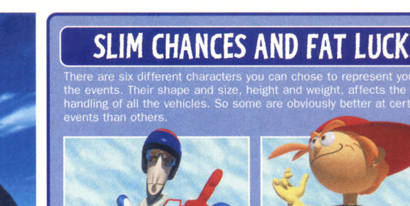




Hidden areas reveal stars that send you to the birdman stages.

Catching these air thermals is essential to hang-glider missions.

SLIM CHANCES AND FAT LUCK



There are six different characters you can chose to represent you in the events. Their shape and size, height and weight, affects the handling of all the vehicles. So some are obviously better at certain events than others.



Yo, it's Goose. Chill bro'.



Little Lark, the rookie flyer!



She's called Hooter! Yeeks!



It's the big-man, Hawk!



This young lady is Ibis.

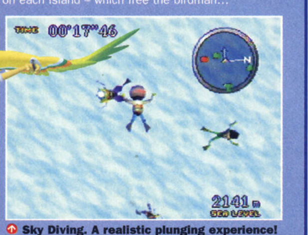


Don't fancy yours. It's Kiwi.

GIVING YOU THE BIRDMAN

Secrets are found in *Pilot Wings 64*, same as any other Nintendo branded game. In this case you're looking toward earning 'alternative' transport to exploit. The longest way of finding some variety is to attain Silver or better in all areas of a Class – that is a group of graded challenges. After that you may pull on a pair of Jumble Hoppers (Mario Bros Movie boots), Become a Human Cannon Ball (a lot of fun), or go Sky Diving (that's parachuting!). A quicker solution is to locate the stars – one on each island – which free the birdman...





Sky Diving. A realistic plunging experience!

REVIEWER

If you expect *Pilot Wings 64* to lead you from A to B, delivering Hollywood drama along the way, prepare for a let down. However if you're someone who finds reward in perfecting – not 'struggling through just about' – ingenious though quite separate tasks, *Pilot Wings 64* is an opportunity too good to miss. I love the high speed thrills of *Rage Racer* on PlayStation, but I'm equally awestruck by many of the situations in *PW64*. The sheer scale of the mountains, snow-covered or shrouded in mist, create an awesome atmosphere as your little craft struggles against powerful winds to clear the round. Silence as you hang glide over the thermals, taking time out to appreciate the distant view is something else too. Sometimes the visuals look close to photo realistic! As the control is so precise, the gameplay is never frustrating, though it requires patience. The only weird aspect of *PW64* is that everything feels so set apart. There are the events, and players may attempt them. There's no real reason other than it's fun to try. Not the kind of thing to keep you glued to the N64 for hours on end, but a very special kind of experience when it's up and running.

PAUL DAVIES









Rumour has it that Birdman was originally intended to have his own events. As it happens he offers players the chance to explore the islands at leisure.

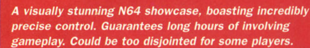








RATING



A visually stunning N64 showcase, boasting incredibly precise control. Guarantees long hours of involving gameplay. Could be too disjointed for some players.





NINTENDO 64	SHOOT 'EM UP	BY LUCAS ARTS
	MARCH RELEASE	1 PLAYER

- PRICE £59.99
- NO OTHER VERSIONS AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE CARTRIDGE
- RELEASED BY - THE GAMES TEL: 01703 653 377

The circle is now complete. When we left you with the preview last month, you were but the learner. Now, with the Jedi teachings contained in this review, YOU are the master!

STAR WARS SHADOWS OF THE EMPIRE™

With the whole *Star Wars* bit in the ascendant, and the re-edited *Star Wars* movies hitting the cinemas over Easter, Nintendo could hardly have chosen a better title to complete the N64 launch line-up than Shadows of the Empire. This multi-stage 3D game fits into the plot of the new series of *Star Wars* novels which follow the adventures of Dash Rendar, a gun-for-hire who gets embroiled in a criminal overlord's plot to eliminate key members of the Rebel Alliance and the Empire. Put yourself in Rendar's space-shoes and if The Force is with you, maybe you will prevail against the Dark Side!

Who's gonna fly it, kid?

Every *Star Wars* fan's dream is being able to fly around in the cool spacecraft from the movies, blasting the evil out of the galaxy. *Shadows of the Empire* panders to such fantasies, with stages that allow the player to take the controls of a Snowspeeder, a Swoop (something like the speeder bikes seen in *Return of the Jedi*) and Dash Rendar's modified Corellian freighter, the *Outrider*.

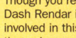


Fly a Snowspeeder in the Battle of Hoth, blasting Scout Walkers and Probe droids, and snaring AT-ATs with your tow-cables.

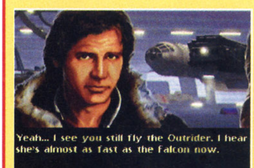



Straddle your Swoop and burn up the streets of Mos Eisley, then the desert wastes of Beggar's Canyon, unseating sinister criminals.

Star Wars Stars



Though you're not playing as one of the stars of the movies, they do feature in the game. Dash Rendar is an old pal of Han Solo's, and it's when he meets Solo on Hoth that he gets involved in this whole business. Luke Skywalker and Princess Leia are the two Rebel operatives who are under threat from the criminal overlord, so Rendar is constantly trying to protect them or rescue them from sinister forces – certain well-known bounty hunters, for example.



Solo: "Scoundrel"



Skywalker: "Reckless"



IG-88: "Scum"



Fett: "Big scum"



Manoeuvre the *Outrider* through a stellar battlefield, past an Imperial Star Destroyer and into the innards of a space station!



The Hoth base has been abandoned, but there are still plenty of Imperial Snowtroopers wandering about, as well as angry Wampas!



Jump, duck and shoot as you ride the junk conveyors in the Ord Mantell scrapyard. A real nerve-jangler, this level.



The Gall Spaceport where Boba Fett hides is in a nigh-bottomless canyon. Strap on a jetpack and get ready for the flight of your life!



The Imperial Freighter *Suprosa* is Stormtrooper Central. Keep your wits – and your blaster – at the ready.



A sewer complex in Imperial City on Coruscant. Swim through the green slime if you must, but beware the tentacled Dianoga!



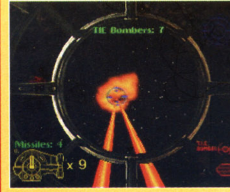
The crimelord's palace on Coruscant is swarming with assassin droids. Getting through the giant elevator mechanism is no picnic either.

Find the controls to extend the bridge!

Much of *Shadows of the Empire* is played out in *Doom*-style 3-D missions. Rendar has to explore an enemy installation, while avoiding or blasting Imperial troops, hostile droids and even hungry monsters! Along the way he has to solve a few minor door-opening, lift-activating, bridge-lowering puzzles, and keep an eye open for ammunition and new weapons. These upgrade his standard blaster to shoot homing rockets or stun shots. No light sabres, alas, but then Rendar isn't a Jedi, so he wouldn't have a licence for such a weapon.

Stay sharp, kid!

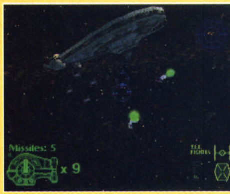
At certain points in the game Rendar hands control of the *Outrider* to his co-pilot droid, Leebo, so that he can dive into the freighter's laser turret. Using the analogue pad, line up your sights on TIE Fighters, TIE Bombers or Star Vipers and blast away with dual or quad laser cannons before they can attack. The *Outrider* also has a homing-missile launcher, though it's slow to reload so you need to save those shots for special occasions.



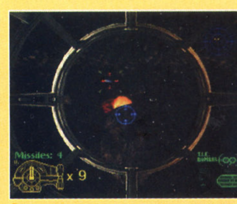
View the action from inside...



...or outside the ship!



Watch out for green plasma bombs...



...and keep an eye out for asteroids!

Challenge points

Look out for these rotating Rebel insignia hidden in hard-to-reach spots or hidden rooms. They're called challenge points and if you collect enough of them on a level you're rewarded with extra lives or other bonuses. If you can complete the game on 'Easy' level and collect all the challenge points in the game you're given an electronic surveillance map which helps when you re-play the game on the 'Medium', 'Hard' and 'Jedi' skill settings! Cool!



REVIEWER

Like some of the other N64 games we've seen, *Shadows of the Empire* has caused murmurrings of 'Hmm, I don't know...' in the office, but being a big *Star Wars* fan, and having played the game all the way through (on the easy level!) I can't deny that I really enjoyed this. Some of the stages are truly gob-smacking: the Snowspeeder section is, to all intents and purposes, real, and flying through the canyons of Gall Spaceport on your jet-pack, then coming face to face with Boba Fett is stupendous! When the game first came in some onlookers scoffed at the junkyard stage – "It's got a mine cart level!" they mocked – but when you're actually playing, you become completely involved in the 3D-ness of it all and it takes on all the thrills of a perilous roller-coaster ride! If I have to be completely objective about it, I must admit that a lot of the entertainment comes from the fact that the game is set in the *Star Wars* universe, with *Star Wars* characters, locations, spacecraft and weapons. If the Stormtroopers were Space Ninjas or Lord Ronko's Shadow Legion it wouldn't be the same and I would be more inclined to pick faults with the simplistic Doom-style stages. Having said all that, when I get my official N64 this, not *Mario,* will be the game I buy with it.

PAUL DAVIES

RATING






Not the perfect Star Wars game, but still very impressive. Unmissable for fans of the movies.





NINTENDO 64

You've got your Nintendo 64 – well, almost. Now you need to make that mile-long wants list of games for the coming year. That list starts here.

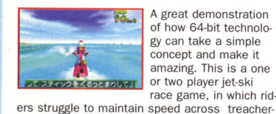
Only a few games to concern yourself with this coming month. But pretty soon the Nintendo 64 action is set to hot up. Nintendo themselves have some MAJOR titles lined up for 1997, most of which we've all seen something of though there are still some surprises in store. Third party development is healthy too, with a surprising number of the better titles coming from the US and UK. As it's still early days distributors THE Games can't confirm a great deal, but this is the batch of games they feel confident we'll be playing before the year is out.

NINTENDO



WAVE RACE 64

JET SKIING, 1-2 PLAYER
BY: NINTENDO
UK RELEASE: APRIL 97



A great demonstration of how 64-bit technology can take a simple concept and make it amazing. This is a one or two player jet-ski race game, in which riders struggle to maintain speed across treacherous waters. That's not to say that the surface is always choppy, sometimes it's calm but there are obstacles to negotiate. For example in the freezing Cool Wave course there are ice-bergs to contend with, on Milky Lake (clear as glass) wooden posts form robust slalom gates. The feeling of buoyancy is simply incredible, and control over the skis feels very realistic – almost as though you expect the sea spray to splash your face while playing! Though the one-player Tournament mode is easily beaten, Score Attack – in which you perform a range of stunts – presents a fun extra challenge. Two player battles, of course, add to the long-term appeal.





KILLER INSTINCT GOLD FIGHTING

1-2 PLAYER
BY: RARE
UK RELEASE: MAY 97



As clear a demonstration as any that N64 CAN produce an arcade game accurately – and then some. This is essentially *Killer Instinct 2* with a bundle of extra options and character enhancements. All that's missing is animation frames, but they're not drastic. One of the coolest new features is a variation of the Super NES *KI* Training Mode, which helps players through some of the longest and most outrageous combos in fight game history.







CRUIS'N USA RACING

1-2 PLAYER
BY: WILLIAMS
UK RELEASE: MAY 97

Not the best Nintendo 64 game that exists. However there are a fair number of players who view *Cruis'n* as one of the greatest video games that has ever been. N64 *Cruis'n* mimics its arcade parent almost perfectly. Some of the gratuitous violence has been removed, that's all. Control utilises the 3D stick, and works well. Two-player mode is horizontal split-screen. There's a loss of detail here but that's all by the way. *Cruis'n USA* will be available to all fans soon.



BLAST CORPS

3D SMASH 'EM UP
1 PLAYER
BY: RARE
UK RELEASE: JUNE 97



We're looking forward to this demolish 'em up, it must be said as the regular visual updates we've been receiving show *Blast Corps* to be a real graphics bonanza. Like all the best games the concept is simple. A truck loaded with a nuclear reactor is out of control, if it makes contact with anything it will explode. Your job is to clear the way of EVERYTHING and make a safe path until engineers can solve the problem. So it's a demolition spree with a major kick being the variety of vehicles involved.



GOLDEN EYE

3D SHOOT 'EM UP
1 PLAYER
BY: RARE
UK RELEASE: SUMMER 97



Hold onto your Tux – *Goldeneye* from Rare promises to be a *Turok*-style adventure shoot 'em up, only broken down into specific missions. Enemies, when shot, react in different ways depending on where they are hit. Shoot them in the leg and they hobble around. Blast them in the head and they die instantly. All charas are texture-mapped polygons, featuring the likenesses of key Bond stars. We hear that there are some secret areas in the game where classic Bond enemies hang out.







MARIO KART 64



GO-KART RACING
1-4 PLAYERS
BY: NINTENDO
UK RELEASE: SUMMER 97



Opinions are mixed over whether this is the saviour of all video games – certainly CVG is disappointed with a few aspects. However postings on the Internet, and a number of phone calls we have received give *Mario Kart 64* the big thumbs up. The one-player Grand Prix is a breeze, and the CPU Karts are cheats, but this has always been the case in *Super Mario Kart*. The main action is with the multi-player games. Versus races are the best place to decide who has the advantage with the precise handling. Battle Mode is definitely better than ever, as the new 3D environments provide many opportunities for cunning. It's also a great laugh, which became a major asset with the Super NES original. When you're smiling...



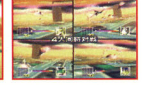
STAR FOX 64

SPACE BATTLE
1-4 PLAYERS
BY: NINTENDO
UK RELEASE: AUTUMN 97



We know that this game looks amazing, and we're holding out on the hope that the gameplay will at least equal that of the Super NES original. One of the most exciting features promised is a four-player 'dog-fight', with four ARWINGs battling it out in the skies. So long as there are power-ups involved here that option could be spectacular fun. In the one-player game the new ground-based vehicle is the element which has fans talking. As well as learning how to pilot the new ARWING, players will have to master the controls of this tank-like craft to get by. So, looks spectacular with some awesome Boss characters to contend with. We're looking for a challenge Nintendo, let this be the one!



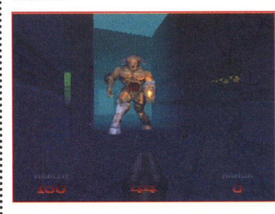


3RD PARTY

DOOM 64

3D SHOOT EM UP
1 PLAYER
BY: WILLIAMS
UK RELEASE: APRIL 97

Details of this are in the New Games section of CVG this month. But while you're here... Compared to *Turok, Doom 64* plays really fast. It's also chocka with enemies, some of which have been created especially for the Nintendo version. Though all the locations are texture-mapped polygon, everything else that moves is a sprite. Still there is some impressive light-sourcing – which is especially noticeable in the darker areas, where the flare of an energy bolt illuminates the walls. Should be the best console *Doom* ever.



TUROK: DINOSAUR HUNTER

3D ACTION
1 PLAYER
BY: ACCLAIM
UK RELEASE: MARCH 97



Not much we can say here that hasn't been said in the review all ready. Everything is created using polygons, and the movement of all enemies has been aided by motion capture. The result is skin-tightening realism. *Turok* utilises just about every button on the N64 controller, and vast quantities of skill is required to stay alive.



INTERNATIONAL SUPERSTAR SOCCER 64

SOCCER

1-4 PLAYER
BY: KONAMI
UK RELEASE: MAY 97



We'll have a full report on this for you next issue, as CVG has been invited to visit Konami's R&D in Japan. Any other details we have so far are laid out in full on pages 94-95. Current feeling here is that *ISS* could be 'the one' for N64, the analogue control is good and there are loads of cool moves possible.





FIFA 97

SOCCER
1-4 PLAYER
BY: ELECTRONIC ARTS
UK RELEASE: APRIL 97



Judging from *FIFA 97* on the PlayStation – which is offensive to say the least – *FIFA 97* on the N64 can only do better. Details are scarce, but expect a similar formula to what has gone before. The controls should be analogue-based as with *ISS*, and we are almost certain to benefit from multiple camera angles. Details should surface soon.





MISSION IMPOSSIBLE

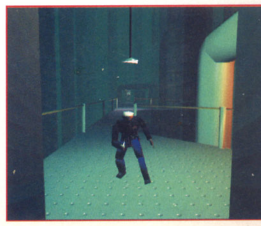
STRATEGY SHOOT 'EM UP
1 PLAYER
BY: OCEAN OF AMERICA
UK RELEASE: 2ND QUARTER 1997



Another *Turok/ Doom/ Goldenye* game perhaps? Actually no. *Mission Impossible* is closer to Delphine's *Fade to Black* in style, where all the action centres around problem solving. No doubt the game will have a very structured feel, with very definite goals to be met. Early stills show this game to look very slick however.













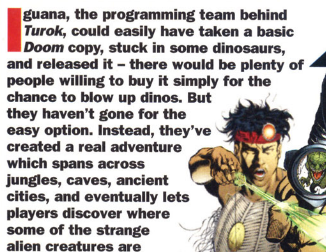


NINTENDO 64	3D ACTION	BY IGUANA	• PRICE £69.99 • NO OTHER VERSIONS AVAILABLE • NO OTHER VERSIONS PLANNED • STORAGE 128MB CART • RELEASED BY - ACCLAIM TEL: 0171 344 5000
	MAR RELEASE	1 PLAYER	

A native American indian with a rocket launcher, shooting dinosaurs and aliens. This sounds like the perfect game!



TUROK DINOSAUR HUNTER



Iguana, the programming team behind *Turok*, could easily have taken a basic *Doom* copy, stuck in some dinosaurs, and released it – there would be plenty of people willing to buy it simply for the chance to blow up dinos. But they haven't gone for the easy option. Instead, they've created a real adventure which spans across jungles, caves, ancient cities, and eventually lets players discover where some of the strange alien creatures are coming from. If you're not excited about *Turok* yet, you should read the next six pages carefully and start saving your cash. Believe us – it's very special indeed.



TUROK'S TASKS!

Turok isn't just another "*Doom* clone" where the idea is simply to blow the enemies away, pressing switches and picking up keycards to open doors along the way. The whole game here is based on exploration, with lots of careful creeping around, performing death-defying jumps and using forward planning. You start on level 1, with the object of finding the keys to open up more levels. There are six to be found on level 1 – 3 for level 2, and 3 for level 3 – though you can leave and re-enter the level at any time. For example, you may collect all the level 2 keys and decide to have a go there before continuing your search for all the level 3 keys, breaking the game up a bit and letting players choose in which order they want to tackle the levels.

FIND THE TRIANGULAR KEYSTONES!

The keys are the main object of your quest, and as such aren't just lying around on the floor waiting to be collected. The stone pedestals with the sparkling, magical keys are usually well-hidden and are spread all around the level, meaning that you need to cover lots of ground to get to each one. While it may only take you half an hour to find the exit to a level, it can take many more hours before you discover the locations of all the keys.



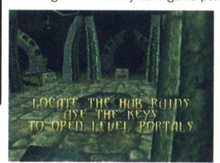
When Turok picks up a key, the view changes to show him holding it up to the heavens in celebration! It looks like he's drinking from it.



Here's what you're looking for – the magical keystones. They're placed in hard-to-reach places, and often require lots of thought and skill to reach.

THE HUB!

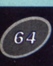
Once you've collected the three keystones required to open a level, find the exit to your current area and return to the main hub section. Simply put the three keys for any level into the right places, and the portal to the new area opens up! This section is also worth revisiting every now and then, to take advantage of the handy save game point.





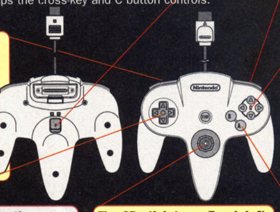


REVIEW



WHAT THE BUTTONS DO

The control system of *Turok* was something which we were all a bit concerned about when we first heard about the game. *Quake* on the PC plays brilliantly when using a mouse and keyboard, but how could the Nintendo 64's controller be used to get the same degree of control? Thankfully, *Turok* is a delight to control, though it takes a bit of getting used to. There's even an option to have left-handed control which swaps the cross-key and C button controls.



The Z trigger is used to fire the current weapon. With the arrows, holding the trigger longer makes them fly further through the air.

The R shoulder button makes Turok jump. Holding the button longer allows him to jump further.

The L shoulder button turns on the map display. It appears over the game screen and builds up as you move through the level.

The yellow C buttons are used to move Turok forwards, backwards, and to sidestep left and right. A double-tap of either side button makes Turok hop quickly in that direction – handy for dodging attacks at the last minute!

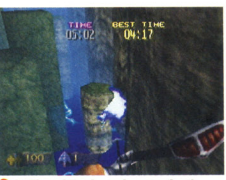
Pressing any direction on the cross-key switches Turok between run and walk mode. An icon appears to show which mode you're currently in.

The 3D stick turns Turok left and right, and moves his head up and down. The analogue control means that it's possible to aim precisely and to turn smoothly.

The A and B buttons cycle through Turok's current choice of weapons. Pictures of the weapons appear in the bottom-left corner as you switch between them.

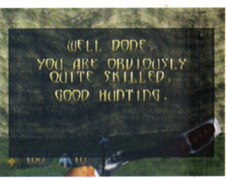
MASTER NEW SKILLS!

To help new players get used to *Turok*'s controls, Iguana have included a Training Mode. It starts off very easy, with simple tasks like swimming across a small pool of water, but gets harder through the three stages to include target practice, tricky jumps and walking across thin logs. Training is only really useful once, but you can always try the Time Attack, where you're challenged to complete all three training stages as quickly as possible.



In Time Attack mode, your best time is shown at the top of the screen.





Finish the training for this message.

I AM TUROK!

At the start of the game, we see the Iguana from the programming team's logo dodge arrows and axes, then see Turok himself pulling back his bow. He turns to face the screen and fires a Tek Arrow right into the letter "O" of the game logo! Boom!







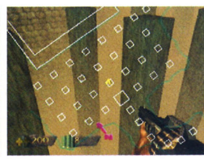




PREHISTORIC AUTOMAP!

While the map in *Turok* may seem fairly useless during the first few levels, later on it becomes very handy indeed! Pressing the L shoulder button calls up a line-drawing overlay of the level which builds up as you work through the various areas. Not only does it let you get a better idea of where you've been and where you should be going, but it also shows the location of enemies in the immediate area. When you've got three or four bad guys attacking you at once, it's *very* useful to know exactly where they are around you. There are also some sections which are easier to spot on the map than during the actual game, and some jumps which are easier to judge with the map on-screen. And if you're really sneaky, you can use the yellow marker on the map which represents Turok himself as a crosshair!



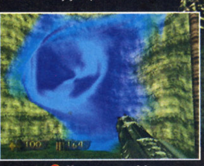


BONUS TIME START!

During the game, secret blue portals open up when certain points are triggered. These portals only stay open for a few seconds, so quick reactions are needed to jump through before they disappear. When one is entered, you are transported to what can only be described as a bonus stage, where you get the chance to collect large amounts of ammunition, gems and health by completing tricky sections. Some of these bonus stages require you to hop from moving pillar to moving pillar, avoiding the lava below in order to pick up pink gems; while others throw you into near-complete darkness with a series of VERY tricky jumps to make!



The bonus stages have a very different style to the rest of the game, with lightning crackling above and below, ready to teleport you back to the start of the stage should you mess up!



Hang around long enough and one of these secret portals might open up. Jump into it quickly, before it disappears!



YOU WANNA SHOOT A PEEG?

As an added bonus, there's the occasional wild animal bounding around the level. These don't do any damage to you, but you can still shoot them – not simply for the fun of it, but to get free health points! Each time one of these animals is shot, they drop a 2-point health bonus! To save the game from being completely sick, the wild animals vanish after a few shots, meaning that you can't just blow Bambi's brains up the wall for the fun of it!



Look a pig! Squeal for me piggy! Gimme free health points!

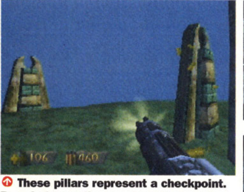


And there's a baby deer! Blam! Bonus energy!



BY THE POWER OF MY ANCESTORS!

When poor old Turok falls off a cliff, drowns, or is simply killed by one of the many enemies, he is brought back to life by the ancient spirits of his tribe. With a groan he's picked up, warped back to the last restart point and resurrected with his favourite cry of "I am TUROK!".



These pillars represent a checkpoint. Pass between them and you'll restart from this point should you happen to die.







After dying, Turok is magically brought to life!

LITTLE TRIANGLES OF GOLD!

All the way through each of the levels are these triangular gems, which Turok can collect in order to get extra lives. Gold gems are worth 1, while special pink gems are worth 10. Collect a total of 100 gems and Turok yells "I am TUROK!" and gets an extra life! While you may be tempted to forget about picking up every gem you come across, towards the end of the game you'll be pleased you did, as every extra life becomes priceless!



Oooooh. A collection of pink gems up on the ledge. It's worth taking some time to figure out how to get up there.



Aaagh. Where's his head gone? That's SICK!







The explosive shotgun shells are brilliant fun!

UGH! THAT'S SICK!

As we said in our New Games section last month, *Turok*'s got quite a bit of blood and guts in it. In fact, it's been given a rating of 15+ (it's got a 17+ in the USA) and we're not particularly surprised! Not only are there realistic splats of blood when someone's shot, but you can also blow blood up the walls, spray it on the floor, or even make dying enemies squirm around on the ground! There's an option to change the colour of the blood to green, or even to turn it off completely, should you ever feel ill.



Shooting an enemy in the neck makes them stagger around, groaning with blood squirting everywhere until they die!



Blasting someone in the gut makes them drop to their knees, then writhe around in agony on the floor!



Boom! Blood splats up the walls whenever you shoot someone!



While we shouldn't laugh really, it's very funny to watch a grenade explosion send bad guys flying with a trail of blood behind them! Level 6 is the perfect place to try it out – it's laughter all the way!





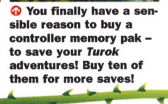
THE PILLAR OF SAVEBOK - GOD OF SAVE GAMES!

One of the most precious things to find in a level is a save game pillar. They don't come very often, and with levels as big as these, they're very welcome indeed! *Turok* is the first Nintendo 64 game where it's essential to own a controller memory pak. Okay, so *Wave Race* lets you copy your best times onto the controller pak, but with *Turok* it's the only way you can save your adventure. Each controller pak will hold 5 separate *Turok* save games, each one of these containing information on exactly which enemies have been killed in every level, which items have been collected and which sections have been explored, meaning that everything stays just as you leave it when you turn your N64 off.



Here's a save game pillar. As soon as you find one, rush up to it and save your game – it may be the only chance you get for the next few hours!





You finally have a sensible reason to buy a controller memory pak – to save your *Turok* adventures! Buy ten of them for more saves!



The game gets even more impressive with the secret weapon during the last sections. Just look at that!

POWER PICK-UPS

On top of the common 2-point health bonuses, there are some extra power-ups which can be collected. For example, a green plus symbol gives you Ultra Health – an extra 100 health points on top of whatever you already have, and a backpack will let Turok carry more ammunition than usual.



A gold plus sign gives you full health when you pick it up.



The shield makes Turok invincible, causes the sky to flash different colours, and even slows all the enemies down completely for around 20 seconds!



This is the "Spiritual Invincibility" shield...





This secret cloud walkway leads you to the grenade launcher!









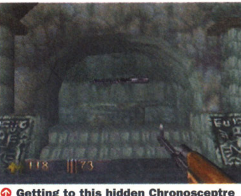






DIY WEAPONS!

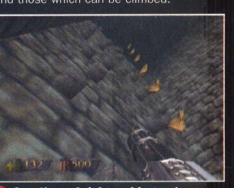
As an added bonus task, there's a piece of the "Chronosceptre" hidden in every level for you to discover. These are hidden further away than the keystones, and require quite a bit of exploration in order to find all of the pieces – but get them all and your effort is made worthwhile...



Getting to this hidden Chronosceptre piece in the Catacombs requires quite a bit of crawling...

NEXT EVENT: THE WALL!

While Turok can do just about everything that every other character in a 3D action game can do, he can also climb walls! In the jungle sections, some walls have green vines growing up them which Turok can climb, while some building walls have stones poking out which can be used to clamber up. While climbing walls Turok can look around or even jump off, but he can't shoot, meaning that he's a bit of an easy target. You need to get in the habit of looking carefully for walls with slightly different textures to the rest in order to find those which can be climbed.



See those bricks poking out slightly? Well, you can climb up them to get to new sections at the top!









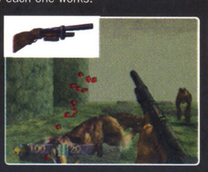


WICKED WEAPONRY!

One of the most impressive features of *Turok* is the enormous selection of weapons! You start with a basic knife, and a bow and arrow, but end up with guns of nuclear missile proportions! Here's a brief run-down of how each one works.









PULSE RIFLE
While each shot isn't amazingly powerful, it's very quick to fire and you can hold large amounts of ammunition.

PISTOL
Okay for the start of the game, but once you pick up the rifle it becomes pretty redundant. Unless you're trying to conserve ammunition, that is.

SHOTGUN
Excellent to watch in action, and powerful as well, it's just very slow to reload. Explosive shells are mega-powerful, but hard to come by.

AUTO-SHOTGUN
A rapid-fire version of the shotgun, and one of the most useful weapons. It can get through your collection of shells very quickly, though.











KNIFE
Not much use against big enemies, but is the only weapon you can use when underwater. Very handy for taking out the annoying giant beetles and dragonflies which go straight for your face.

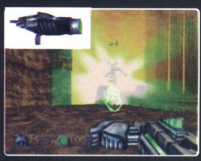
GRENADE LAUNCHER
Not a safe weapon to use at close range, as the blast is very powerful, but excellent for long-distance shots. Learning the way that the grenades fly and bounce off walls is an essential exercise.

QUAD ROCKET LAUNCHER
Just as you'd expect, this fires four missiles which spiral around each other towards their target. Powerful and very nice to look at, this is well worth tracking down.

AUTO-RIFLE
Fires three bullets every time you press the trigger, but is useful against most enemies. You can hold up to 200 bullets at a time with a backpack.









MINIGUN
The barrel spins at very high speeds, and sprays HUGE amounts of ammo at whatever's in front of you! Before you know it, you can literally have used up hundreds of shots.

BOW & ARROW
Not much use on its own, but with the excellent Tek Arrows it becomes one of the best weapons. The Tek Arrows explode on contact and cause large amounts of damage.

ALIEN WEAPON
Just like the gun in the film Eraser, this fires a shot which causes a big green explosion and leaves rings of dust in the air. Though it looks great, it's not all that powerful.

FUSION CANNON
When fired, this rumbles then fires a glowing red ball. When it touches something, an enormous explosion rips through the level, destroying enemies and bringing down trees!

PARTICLE GUN
By holding the trigger, you can charge the weapon up to fire a coloured beam at enemies. When hit enough they freeze solid, turn black, flicker with electricity, then explode!







EXTRA WEAPON!

CHRONOSCEPTRE
Once you've collected all the pieces of the Chronosceptre, you get to use the best weapon around. Again, you need to hold the trigger to charge it slightly, but it fires a direct beam which causes an awesome blue explosion! It's just goddamn amazing!

TUROK: OLYMPIC SWIMMER

The swimming sections in *Turok* are quite common, and are very impressive. Seeing as Turok is a native American indian, he's very good at holding his breath, and can last a long time before running out of puff. In some parts, it's useful to swim just below the surface of the water, looking up at enemies on land trying to shoot you – no matter how hard they try, they just can't get you! You need to surface to attack, unless you want to use your knife on them!







To reach the treetop village, you need to swim inside a hollow tree trunk!



MUCH MORE THAN PLAIN OLD DINOSAURS!

You might expect all of the enemies in *Turok: Dinosaur Hunter* to be dinosaurs, but that's not always the case. Here's a selection of some of the more common bad guys you need to deal with.



The magic men are pretty nasty. They can fire flaming skulls, homing lightning, and can even teleport using magic pink dust!



Big green monsters like this jump from above, or even smash through walls to get to you! Thankfully, you'll often find Tek Arrows nearby!



Looking a bit like the Genestealers from *Space Hulk*, these aliens shoot lasers at you. When killed, they fall on their backs while still shooting!



What's this? A lizard-dino with guns mounted on its back? What's going on here? We're not telling!



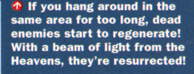
These baddies have very powerful red plasma rifles, and take lots of hits to kill. Their friends have smaller guns, knives, or sometimes grenades which they throw long distances.



Natives armed with pikes aren't too much trouble. You can hear their footsteps, so just turn and blow them away! Some use blow-pipes and are amazingly accurate with their shots. Take them out as soon as possible.



These 'raptor-like dinos are common, and don't cause too many problems unless they get very close.



REGENERATION!

If you hang around in the same area for too long, dead enemies start to regenerate! With a beam of light from the Heavens, they're resurrected!



OHMYGOD! LOOK AT THE SIZE OF THAT!

While we don't want to give too much away, there are a few bosses to beat in the game. You don't get one at the end of every level, but you occasionally need to take out a big baddie to get your hands on the last keystone in an area.















COMMENT

It's time for the gaming world to take Acclaim very seriously. If this is anything to go by, they could be at the start of an incredible new era. For a little while the control in *Turok* takes a while getting used to. After that the experience just becomes amazing! Like the best moments in N64 games, *Turok* gives a strong feeling of being there. You WILL be scared. You WILL have the heartbeat of someone who just sprinted 100 metres. You WILL NOT want to put the controller down once you've started. Sure Acclaim have used a couple of tricks to mask the pop-up. Who cares. If *Mario 64* didn't exist I'd buy an N64 just to play this!

PAUL DAVIES

REVIEWER

I'll admit that I was sceptical about *Turok*, even after I'd played an early version last year. While I'm a big fan of *Doom/Quake*-style games, I don't like rip-offs – which is what *Turok* looked like it was going to be. Thankfully, while it's similar to *Quake* in a way, it's definitely not a copy – in fact, it requires a completely different set of skills to play, and is based far more on exploration than blasting. The graphics are brilliantly smooth, and look fantastic, but are slightly spoiled by the very close pop-up point, though the fog effects often add to the atmosphere. The weapons not only look spectacular, but each has a specific use, meaning that you don't just have a load of guns for the sake of it. The sound is also brilliant, with music which changes depending on your location (the water music's the best) and some great explosion noises. Controlling Turok takes a bit of getting used to, but after a while becomes second nature – and you'll need it with some of the jumps you're required to do! It's also nice to see one of the first Nintendo 64 games which does something which the CD-based machines can't do, with levels far, far bigger than in any other 3D shooting game ever. *Turok* is atmospheric, challenging, massive, fun, and very, very cleverly designed. Along with *Super Mario 64*, this is the best reason to buy a Nintendo 64.

ED LOMAS



A completely engrossing and challenging 3D action game which everyone will love. You've finally got a second reason to buy that Nintendo 64.











DESIGN-A-SAURUS!

You've seen the cool robo dinos Turok must fight. They're scary enough, but we know that you can come up with something better!

WIN A NINTENDO 64

PLUS A COPY OF TUROK!

THREE FIRST PRIZES! THREE DIFFERENT AGE GROUPS!

There can be only one competition to honour the creative genius of Acclaim's artists, as demonstrated through Turok: Dinosaur Hunter. And that is... the CVG Design-a-saurus competition! Of all the competitions we run in CVG, the ones in which you get to create something artistic are always the most popular. So we're going for it again in a big way.



CVG would like YOU to show ACCLAIM how a flesh-ripping, bone-crunching, human-farting robo-dino SHOULD be drawn. Or crafted. We want the CVG offices to be overrun by CVG readers' most terrifying imaginings. Senders of the three best examples will win and Nintendo 64, plus a copy of the awesome Turok: Dinosaur Hunter.

To make the proceedings fair we're opening the competition to three age groups. That means THREE Nintendo 64s, and THREE copies of Turok: Dinosaur Hunter to give away in all. Those categories are: 8-11, 12-15, and 16 upwards. Of course we don't want any cheating going on here, so the form printed below has a space reserved for a Parent or Guardian's signature.

To enter, all you need do is create the ultimate dinosaur for The Campaigner to add to his collection. It must be something that even Turok cannot stop – not even with the almighty Chronosceptre! Paint, draw, or manufacture this thing and send it here to CVG. Bear in mind the postman has to carry it and STRICTLY NO ENTRIES CAN BE RETURNED. Here's the address:
DESIGN-A-SAUR, Emap Images, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.



Good luck, and may the best designer win!

DESIGN-A-SAURUS!

Name .... **Age** ....

Address ....

....

....

....

.... **Telephone Number** ....

I confirm that the person mentioned above is the age stated...

Signed .... **(Parent or Guardian)**

The closing date for the competition is 31 March 1997. The winners' names will be printed in the June edition of Computer and Video Games.

PlayStation





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Welcome to the sport of the future: *Riot*. The only rule here is there are no rules!



Future sports don't you just love them. Sure there are lots of bad ones on the market, but occasionally – very rarely – something great comes along. From the far off days of Ballblazer and *Speedball 2*, to the present of Wipeout 2097. These are the sports we wouldn't mind seeing become a reality. Psygnosis once-again enter this hotly contested arena with another vision of the future. Its name is *Riot*.

THE HISTORY OF RIOT

In the late 21st century all modern sport as we know it has gone. Football, Basketball, Hockey and boxing have all vanished. Why? The answer is *Riot*. A game which incorporates all these other sports into the new crowd favourite. A no rules contest whose 'anything goes' action pleases everybody. Due to the action of *Riot*, the fans were quickly won over. Once the crowds of the old sports had disappeared, so did the sponsorship. Without that money coming in the athletes had no other choice, than to join the growing ranks of *Riot* players.









Team CVG. See if you can figure out who's who.











I'LL TEACH YOU HOW TO RIOT

Although Psygnosis claim *Riot* is a game of no rules, there are some – otherwise teams would just stand around doing nothing! Still the rules of play really are very simple: Each side fields a team of four players, with the object of the game being to score more points than your opponent. To score points you must shoot a plasma ball through a goal hoop, located in the middle of the court. However before a team can score points they must "charge" the plasma ball, which is done by placing the ball in the plasma charger located at the far side of the opponent's court. Once the ball is charged (takes two seconds) you can attempt a goal. Fail to score and the charge is lost, then the fight for possession continues.



That's the goal you're meant to be shooting at. Doh, that green shot missed.

The man with the ball has just charged it. Now it glows green like Kryptonite.



















BY THE POWER OF GREY SKULL

You can see why *Riot* is so popular with the fans: Non–stop end to end action, with the appeal of lots of goals. Those fans lucky enough to get tickets to see the game live can get really carried away. Not content with it being a spectator sport, these people will try to affect the outcome of the match. They do this by throwing a variety of power ups onto the court, which are activated simply by having your player run over them. The enhancements are immediate, however their effects only last for 15 seconds. There are five different power ups. SPEED – your player moves three times faster than normal. POWER PUNCH – your player has three times the normal punch power. POWER SHOT – the player throws the ball faster and harder. This can also be used as a weapon when the ball is thrown at an opponent. HEALTH – restores your players health to maximum. HAWKEYE – which gives you ultimate accuracy in passing and shooting.





The pink flame nearest the camera is a power up thrown on the court by the fans. Well it's better than throwing bottles!

Bartelski has managed to run across the power up. Improving his health for 15 seconds.









WELCOME TO MY WORLD

Riot is a game that appeals to the whole world as each of the 16 teams come from a different part of the globe. All but one of the five continents is represented. The bigger cities have better teams including the London Royals, New York Knights and Moscow Maulers. The lesser teams offer more of a challenge, such as Liverpool Dockers and Tijuana Tyrants. Each team also has their own home court, each with its home team logo. This can play a major part in tournament or league matches, because of the advantage a home court provides. There are different types of court to look out for – some are indoor arenas, others open air stadiums.



Vipers verses the Knights. The Frankfurt Vipers court is an open air stadium.

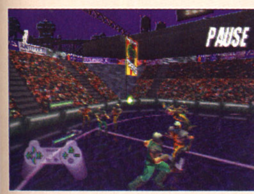


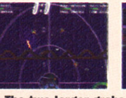
This lovely red pitch is the home court of the Berlin Breakers. It's an indoor arena.

LET'S TAKE ANOTHER LOOK

The amount of different angles to view the game is extensive. Even with three different heights of a blimp view! Also impressive is the replay feature, with which you can choose any angle and view your great plays again and again. A neat trick is the slight flicker you get when fast forward or rewind the replay. Wait a minute! They shouldn't have flicker in the future. They'll all be using DVD, surely!









The two larger grabs show the same action from different angles. As you can see there's a large variety to choose from.

REVIEWER

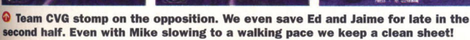
Think of future sports, and you can conjure up great ideas of a sport you'd like to see become reality. Anti-grav racing for starters. Even looking in other places for inspiration, such as the comic 2000AD, I can remember great future sports in strips like Harlem Heroes and The Mean Arena. The problem with Riot is that it's not a million miles from sports we're used to. The main inspiration is basketball. Hmmm how many basketball games have we seen over the years? And when a sport carries a name like Riot it should be all out ultra violence – not softly punching other players. Players should be given weapons; be able to dive tackle other players, and definitely have more fighting moves other than punch. The main problem with future sports are that they are somebody else's ideas. You're always going to be able to think of your own perfect game. In this case Psygnosis fall slightly wide of the mark of what I'd call ideal.

ALEX HUHTALA



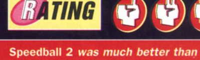






Team CVG stomp on the opposition. We even save Ed and Jaime for late in the second half. Even with Mike slowing to a walking pace we keep a clean sheet!

RATING



Speedball 2 *was much better than the original. Perhaps a Riot 2? Come on Psygnosis, Riot is good but we know you can do better!*



Yippie Kay Ay Muddy Funsters! That joke's wearing a bit thin. But it's not our fault – all these Die Hard games keep coming out! This turn Sega roll the dice with a *Streets of Rage* style beat 'em up.

DIE HARD ARCADE

The Die Hard series of films have been extremely successful in putting bums on seats. Remember that first appearance when John McClane levelled Nakatomi Plaza, and dropped Alan Rickman off the thirtieth floor? Ahhh bliss. After this monumental movie, lots of other people copied the idea. We've had Die Hard on a boat (Under Siege), on a train (Under Siege 2), in a plane (Passenger 57), even at a hockey game (Sudden Death). Plus many, many more. Now the games industry is adopting this form of imitation. Except this time Sega have been sensible enough to acquire the original movie rights, though only in Europe and America, for in Japan the game appeared as *Dynamite Detective*. Nothing to do with Die Hard, although the inspiration is apparent. Sega's AM1 are the team behind *Die Hard Arcade*. Rather than the exploring/shoot 'em up that Fox Interactive opted for in their *Die Hard Trilogy*, AM1 have made an action packed beat 'em up very much in the *Streets of Rage* style! Sega fans can boast that this is only available for Saturn!

NOW I HAVE SOME... PEPPER!

Scattered around the levels, and also on the enemies themselves, is a 5kg quality street size assortment of weapons – ranging from broken bottles to the ludicrous anti-tank gun. To take a weapon from an opponent, you need to take it off their person. Do this by hitting them. Hit 'em hard and they drop whatever it was you wanted. Once the weapon is on the ground it's up for grabs. Be quick, because anybody on the screen can also pick it up.



Just an ordinary broomstick. But in the arms of a madman a lethal weapon!



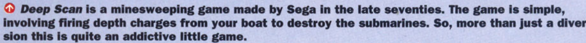
The anti-tank gun is huge and slow firing. It can nail your enemies to the wall!

AHH MR BOND WE'VE BEEN EXPECTING YOU

The title screen contains an option to play a game called *Deep Scan*. Rather than diverting yourself away from the main game the inclusion of *Deep Scan* is actually there to serve a purpose. If you're having difficulty completing *Die Hard*, because you're running out of allotted credits simply play *Deep Scan* successfully to win extra credits! After all, isn't this what you bought a 32-bit Sega system to play?!





***Deep Scan* is a minesweeping game made by Sega in the late seventies. The game is simple, involving firing depth charges from your boat to destroy the submarines. So, more than just a diversion this is quite an addictive little game.**













Golf clubs of destruction !!!



WHOoooo ARE YOU, who who?

In the film Die Hard Bruce Willis was facing a group of terrorists – about twenty of them. In the arcade game the enemy is a very mixed bunch indeed, ranging from teenage skater types all the way up to Mr Big, who here looks much more oriental than Hans Gruber ever was! You also have to fight sumo wrestlers, giant robots, firemen and scantily clad females. At the end of each level are the obligatory bosses, sometimes more than twice the size of McClane. Our favourite character is the blaxploitation female with huge afro. She should be given a game all of her own. How about it Sega?





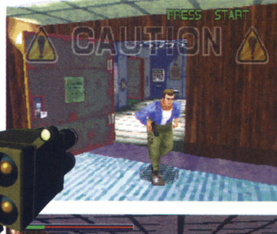






LET'S RUN VERY QUICKLY

Between different stages of the game, McClane will need to enter different locations of the building. When doing this, rather than enjoy watching him running around corridors, Sega decided that these moments could also be included into the gameplay. Fast reactions is what it's all about. The screen will flash a message, instructing you to press a certain button. Do this at the correct moment and the move is declared successful. Miss the button press and you are branded a failure. Success wins you the upper hand – you can knock out opponents and escape explosions. Failure usually means that you have to fight the enemies in the corridors, which you could have avoided altogether.



KICK PUNCH IT'S ALL IN THE MIND

All the moves in the game are controlled by three buttons: Punch, Kick and jump. It's simple. This means all moves follow the Virtua Fighter style of PPPK combinations. When you're in possession of a weapon you cannot grab opponents except when carrying the handgun. If you are carrying a heavy weapon you cannot perform jumps. Other moves such as rolling or low attacks require using the D-pad. The variety of moves to be learned is large – you can't just kick your way into being an action hero. You hear us Jean Claude!







I ALWAYS LIKED THE NAME ROY

Between the levels are cut-scenes relating to the story. Here it is learned that Mr Big is a madman who wants you killed. He's trying to rob the vault of the company president who owns the building. Little does Mr Big realise that the daughter of the president, is hiding in the desk at which he is seated. What chance does that little girl have? It's up to you to save her!



REVIEWER

I loved the original arcade version of *Die Hard*. Being on the ST–V board meant Saturn owners were going to get a perfect conversion. So that is what you get, apart from some very short loading times. However not every good arcade game makes a good home game. In the arcade *Die Hard* was very short and very easy to complete. Sega, to their credit, have made this version harder than the original. What they really should have done is add a few more levels, or perhaps even borrowed from *Guardian Heroes* and included a battle mode. Where you could be any character in the game. These would have increased the lastability a great deal. As it is *Die Hard Arcade* is enjoyable, and extremely playable. Though perhaps not something you're going to want to play in a few weeks time there's still a brilliant game here. If only it was twice the size.

ALEX HUHTALA



If you liked the arcade original, this is a spot-on conversion. Unfortunately these arcade thrills probably won't last you very long.







PlayStation

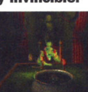
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It's 3:00 am. You're miles from home. It's cold. You're hungry, and there's nowhere to sleep. Who cares – you're a VAMPIRE!

BLOOD OMEN LEGACY OF KAIN™

It's as though your PlayStation just atrophied before your very eyes. Its happy heart used to bouncing *Crash Bandicoot* at you; the techno overdrive of Namco's Race Games, now blackened. Appears it's time to change your life: the way you dress; the way you think; the way you eat. It's time to die and become a vampire! From then on you'll be able to survive off the blood of humans – in fact most animals. You can adopt the form of a bat; a wolf; even mist. As a vampire you're practically invincible. Which is why, as you are soon to find out, there's few so cool as citizen Kain.





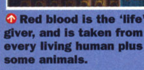




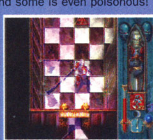
DEADMAN'S DELICATESSEN

Case you didn't know, Vampires require blood to sustain themselves. As Kain is especially active, his appetite is voracious to say the least. To feed he first stuns the victim, then creates a gout and slurps from a distance. This looks brilliant, by the way. Kain must be cautious however – not all blood replenishes his health, and some is even poisonous!





Red blood is the 'life' giver, and is taken from every living human plus some animals.



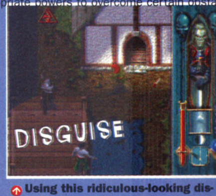
Blue blood is drained from ghosts of previous victims. It replenishes Kain's psychic powers.

DO THE VAMPIRE THING

Shape shifting has got to be one of the coolest attributes a ghoul ever received, and Kain absolutely depends on it. In his ultimate form Kain may waver between six states: Vampire (his natural form); Wolf; Bat; Mist; Disguise, and Beguile. But to reach this ultimate form Kain must go in search of these special powers. You may already have guessed that this means there are some areas which are restricted to Kain unless he has the appropriate powers to overcome certain obstacles.



As a Wolf Kain earns the ability to leap high and long, plus scamper about at speed. This enables him to scale fences and clamber up rocky crags. He uses his claws to tear out the throats of victims.



Using this ridiculous-looking disguise Kain manages to fool the yokels into believing he is one of them. This way he is able to glean useful tidbits of information so that he may continue his quest.





Mist is the coolest of Kain's forms by far. Though he cannot attack while in this state, he is able to walk over water and pass through some types of walls. He can also tread on spikes without fear of damage.



Perhaps Kain's most practical ability. As a bat Kain is able fly quickly to any location he either knows from experience or has been directed to by a friend. Bat 'homing' Beacons are found in key locations.

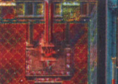










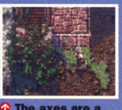


SOME KIND OF BUTCHER

Kain has phenomenal strength, sure. But even Vampires benefit from the assistance of incredible tools. An iron sword works well for mist purposes, but soon Kain becomes dependent on more extravagant weaponry.



The Mace stuns victims instantly, allowing a quick and easy feed. Its weight is also good for smashing down stone pillars and similar.



The axes are a two-handed weapon, so prevent Kain from using his magic. Axes are deadly, however, as well as good for chopping trees!

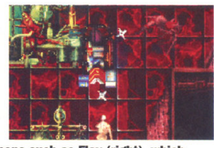


Another two-handed weapon which torches most weaker enemies in an instant. Though it's not the ideal tool if Kain requires blood.



Using the Control Mind spell Kain may invade the body of a human and carry out helpful tasks.





Kain is assisted by magical weapons such as Flay (right), which strips the flesh from a victim's bones.

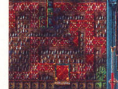


Here Kain'Blood Shower', which drains blood from anything sharing the same room!

Teleportation runes enable Kain to jump from one location to another, fast.





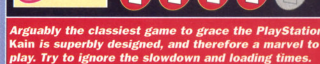


Players may 'zoom out' of the picture slightly to get a better view of the hazards.

REVIEWER

First of all you need to know how *Legacy of Kain* suffers from two major problems: slowdown every time there's more than two enemies on screen, and loading times. The latter becomes especially infuriating as each time Kain enters a building the game has to load in the new location. Sometimes Kain may only just have left a place, only to be knocked back in again by a keen vampire hunter. Now Loading. Grrr! Apart from that *Legacy of Kain* is bloody fantastic. The quest is engrossing, the graphic effects are magnificently gross. Kain also joins Sega *NiGHTS* and Namco's *Rage Racer* in the cool use of CG FMV club. Most of the story sequences are incredible – and Silicon Knights know it, as there is a special option which allows players to view them at will. And you will. Kain has so much to contend with throughout his dark mission, which constantly keeps players deeply involved. Whether it's choosing the right kind of armour for a situation, or where best to exploit a newfound weapon/ tool, *Legacy of Kain* involves decision upon decision all the way. On the spot skill is required too, otherwise Kain doesn't stand a hope of surviving. The learning curve is so skilfully graded that you instinctively know if you're heading in the wrong direction. It also keeps you trying hard. Even if you consider yourself a skilled player, this game is so huge that you're guaranteed the longest journey – of which you'll savour every immortal minute.

PAUL DAVIES

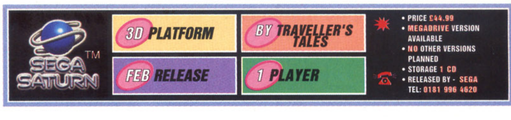


RATING

Arguably the classiest game to grace the PlayStation. Kain is superbly designed, and therefore a marvel to play. Try to ignore the slowdown and loading times.







This isn't exactly what we had in mind when we prayed for a Saturn *Sonic* game. But Sonic Team's signature is in here...somewhere.

Nearly every classic game is being turned into 3D recently, and *Sonic* is no exception. The Mega Drive version of *Sonic 3D* came out last year, and did fairly well, with big levels, some of the most impressive graphics seen on the machine, and a new approach to *Sonic the Hedgehog*. This is the Saturn "remix", with improved graphics, new music, and new Special Stages programmed by Sonic's real parents – the Sonic Team!







Some Flickies need to be broken out of ice before being collected!



Smash the blocks to find secret tunnels leading to hidden bonus areas!

REALLY, REALLY SPECIAL!

"Why get *Sonic 3D* on the Saturn when I can buy it cheaper on the Mega Drive?", we guess some of you are thinking. Good question. There's only really one reason, and that's to play the REAL Sonic Team section, the genuine article – the amazing Special Stages! It's immediately noticeable that you're playing something different when you collect the 50 rings and take them to one of Sonic's friends, as the music, graphics and feel of the game changes to one very similar to the MD *Sonic* games! The idea of the special stages is identical to that of *Sonic 2*, where you run along a colourful trench, collecting enough rings to make it through each checkpoint along the way. At the end, a Chaos Emerald awaits.



Knuckles or Tails will drop Sonic off at the start!



At the end is one of the precious Chaos Emeralds.





Each Special Stage looks slightly different to the last.

BONUS RING TIMERS

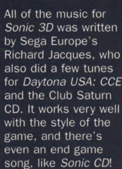
The new feature of the Special Stages are these points. Each one has a timer which counts down rapidly. When you hit one of these, you are awarded the number of rings shown on the timer. This means that by racing through the stages as quickly as possible, and hitting every speed-up, gets you more rings!



Here's one of the timers. Touch it now and you'll get an extra 13 rings for free.



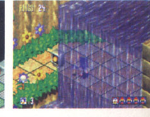
Avoid the bombs, or you'll lose a bunch of rings!



ALTOGETHER NOW!

All of the music for *Sonic 3D* was written by Sega Europe's Richard Jacques, who also did a few tunes for *Daytona USA: CCE* and the Club Saturn CD. It works very well with the style of the game, and there's even an end game song, like *Sonic CD*!











SPEEDY 3D SONIC!

Mega Drive *Sonic 3D* had its own little rendered intro sequence, but obviously the Saturn version is far better. It shows Sonic zooming around letting Flicky friends out of their Badnik suits, then jumping through the warp ring!






ZONE DRONE

There are six main zones to *Sonic 3D*, each of which is divided into two regular acts, plus one boss act. There's also an extra zone for expert players to find, and a second "final" boss!

GREEN GROVE ZONE

The regular starter level based on Sonic's original home stage, the Green Hill Zone. It's good for learning how Sonic controls, and has quite a few hidden sections.





RUSTY RUIN ZONE

Zone two is set in and around a deserted and overgrown palace, with rotating spike balls, steep slopes, and tricky jumps. You also need to spin on rotating panels to smash through some of the pillars.

SPRING STADIUM ZONE

The annoying springs and bumpers-style level which appears in every Sonic game. This one's even more annoying than usual, with sections which bounce you around like a pinball, then into lots of spikes!




DIAMOND DUST ZONE

Even though this zone is annoying, with very slippery floors, it's still one of the most enjoyable. Sonic even gets frozen in a block of ice and pushed down a slide around the whole level!




VOLCANO VALLEY ZONE

Though the stage is surrounded by lava, there aren't many places where you can fall in. There are lots of flame-throwing traps around, making the fire shield especially useful in this zone.




GENE GADGET ZONE

The final, futuristic stage has the usual collection of conveyor belts, fans, high-speed tubes, and difficult enemies. There are also sections where the floor is electrified whenever you tread on them. Just keep moving!






These amazing Special Stages make the game worth getting for big *Sonic* fans!



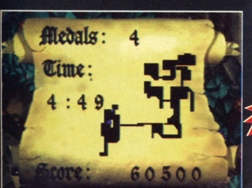
MEDALLION MAN

The rotating Sonic head icons dotted around the levels can be used to gain more continues. Collect every one you see, and you'll be awarded another continue when you get ten. To keep check on how many you've collected so far in the current level, simply pause the game and take a look at the map screen.




ALL-NEW MAP!

As we've mentioned before, there's a new map feature in Saturn *Sonic 3D*. When you pause the game you get to look at the stage layout and plan your next move, as well as seeing how many medals you've collected.



The map shows wandering Flickies.

BONUS ZONE!

PANIC PUPPET ZONE

This extra zone is a lot like the Gene Gadget, only dirtier. The second act is set around a giant Robotnik robot, and there are lots of Flickies sealed inside glass cases, waiting to be released by Sonic!

REVIEWER

As I've said loads of times before, I love all the "real" Mega Drive *Sonic* games, including *Sonic CD*. While *Sonic 3D* on Mega Drive worked fairly well, it didn't have the same sort of impact or feel as the previous games. The improved Saturn graphics look good in places, the new music's great, and there's no real problem with the way the game plays. But then you reach the Special Stages, where the game transforms into a piece of Sonic Team magic, with the perfect graphic style, excellent music, a cool-looking Sonic, and more fun than the whole rest of the game put together! This is the biggest reason for buying the game, and proves that the Sonic Team could still come out with a brilliant Saturn *Sonic* in the future. If Sega really wanted to release Mega Drive *Sonic* on Saturn, why not put all the original games on a CD with new music and improved Special Stages? While *Sonic 3D* is a good enough game on it's own, it's not what anyone wanted from the Saturn's first *Sonic* game. Therefore it's a real disappointment. *NiGHTS* is still the best *Sonic* game on the Saturn.

ED LOMAS

RATING






While it's not bad, it's certainly not a real Sonic game. Only worth the money for the Special Stages.







MARIO KART 64




RACE GAME | BY NINTENDO | OUT NOW (JAP) | 1-4 PLAYERS

- PRICE IMPORTER
- NO OTHER VERSION PLANNED
- NO OTHER VERSION AVAILABLE
- STORAGE CART + BACKUP
- PUBLISHED BY NINTENDO
- TEL : N/A

Disappointing. That's the sole, most significant word which says so much about *Mario Kart 64*. Brilliant – eventually, maybe. But initially, and forever at the back of our minds, *Mario Kart 64* is disappointing. First up is the CPU AI, which is almost embarassing. Rival Karts cheat in *Super Mario Kart*, it's true, skipping over red shells and taking corners at an impossible angle. In *MK64* though the CPU is just plain unfair. I've raced the 150 cc GP using no special tactics, and been pipped at the post from a driver I left miles behind with a shell up his ass. So I tried power slides and timely speed boosts, and still the CPU clung to my Kart like it was superglued. In Nintendo's defense, it is possible to guarantee first place at a pinch, and I'm trying to fathom a reason why my Kart sometimes gains a brief, uninitiated turn of speed. There may be undiscovered elements which could make all the difference to Grand Prix mode. Problem is, I doubt it. So to the multi-player games, which are quite brilliant. Even now the versus race and battle is attracting regular meetings in the CVG office. Three and up battles are unbridled brilliance. Three and up versus races are tricky (it's sometimes hard to see) but still cool. Personally I'm having a lot of fun with Time Attack, where I'm beginning to appreciate the clever circuit layouts. There is a chance *Mario Kart 64* could become a classic in time, but the hit is far from instant. No custom victory tunes for each character, or victory poses on the podium. The title screen is a static render as opposed to the cheeky Super NES drive by. *Mario Kart 64* is top quality but it should have been perfect. **PAUL DAVIES**





Four-player Battle mode is easily the best aspect of *Mario Kart 64*.



GRID RUN



MAZE CHASE | OUT NOW | BY RADICAL ENTERTAINMENT | 1-2 PLAYERS

- PRICE £44.99
- PLAYSTATION VERSION PLANNED
- NO OTHER VERSION AVAILABLE
- STORAGE 1CD
- PUBLISHED BY VIRGIN
- TEL : 0171 368 2255

Grid Run is one of those simple yet addictive games which, once you pick up, is really hard to put down. It's a sort of futuristic tag, set across a maze-like floating structure. Where two players have to select a set number of flags to progress onto the next stage. The player who is tagged cannot collect flags. The other player of course can. There are also spells, teleports and fireballs to aid and hinder your player. The one player game offers quite a challenge with 15 alien opponents set over a huge number of rounds. Even better is the split-screen two-player mode which takes the gameplay to even higher levels. The graphics may be simple, but this is a very playable game. I've no problem recommending you go out and buy *Grid Run*. You wil enjoy! **ALEX HUHTALA**



Can you out-wit all of the super sharp computer opponents in Grid Run?






SCORCHER



RACING | OUT NOW | BY SCAVENGER | 1 PLAYER

- PRICE £39.99
- NO OTHER VERSION PLANNED
- SATURN VERSION AVAILABLE
- STORAGE 1CD
- PUBLISHED BY GT
- TEL : 0171 258 3791

Scorcher is like the Atlaspheres event in Gladiators. You know the one, where the contestants are in those spherical cages. *Scorcher* sees you piloting your sphere around six different courses against some tough competition. Around the circuits are dotted various hazards, plus some useful power-ups. The courses themselves are full of twists and tunnels, with the occasional jump. The main problem with *Scorcher* is that it feels a bit dated. It has been in development for a long time, and was originally called Vertigo. Also the colour palette used is very drab and boring. Who wants to race around a course of browns and greys? At it's heart is a playable little game, but not something which stands out among the competition. **ALEX HUHTALA**



Use the banks to affect the momentum of your steed. They can work against you.




TILT

This is a great attempt at a Saturn pinball game. Let down by only one thing – the movement of the ball. Apart from that everything else about the game appears superb. The graphics use the Saturn's high-res mode and look really great, especially when viewing the tables in 3D. The tables themselves are really well designed, all with small sub-games, using the dot-matrix emulating display at the top of the screen. Plus the number of tables is impressive – six in all, each based around a different popular theme, with cool music and sound effects used to complement each table. It's just the ball. It doesn't move realistically. It slows and speeds up of its own accord. Which is a shame because it stops the game from being brilliant. Instead the scale dips down to frustrating. **ALEX HUHTALA**







PINBALL
OUT NOW
BY NMS SOFTWARE
1-4 PLAYERS

- PRICE £44.99
- NO OTHER VERSION AVAILABLE
- PLAYSTATION VERSION PLANNED
- STORAGE 1CD
- PUBLISHED BY VIRGIN
- TEL : 0171 368 2255



Looks amazing, eh! If only the movement of the ball were more realistic – we'd have a classic!




HIGH FIVE!

FIGHTERS MEGAMIX

Megamix has two play modes – *Vipers* and *Virtua Fighter*. As a *VF* fan, I'd like to have seen more of a difference, plus little things are missing from *VF* mode – like rising attacks and the original sound effects. What makes *Megamix* so great is over 30 unique characters, each with more thought put into them than most fighting games put together. As well as the fast, flowing gameplay associated with AM2. The strangest thing about the Japanese version of the game is that severe slowdown occurs on some machines. I've had almost no problem at all, but Jaime's Flash Saturn has suffered long sections of slow, jerky play?! Megamix is one the best games I've played in ages, and I love it to death. For anyone else who's ever enjoyed an AM2 fighting game, this is a God-send. Those who've never got into one before, here's your chance. Amazing! **ED LOMAS**



3D FIGHTING
OUT NOW (JAP)
BY AM2
1-2 PLAYERS

- PRICE £IMPORTER
- NO OTHER VERSION PLANNED
- NO OTHER VERSION AVAILABLE
- STORAGE 1CD
- PUBLISHED BY SEGA
- TEL : 0181 996 4620

A new costume for Mahler, and the stunning Desert Stage lifted from *Virtua Fighter 3*.





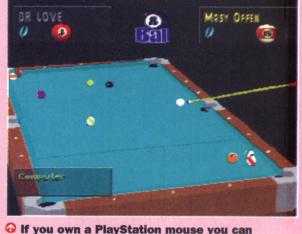

VIRTUAL POOL

Slowly the PlayStation is building a diverse library of software. File *Virtual Pool* into the same category as *Ten Pin Alley* from EA. What we have here is a realistic pool simulation featuring a variety of computer opponents and variations on the style of game. The table and balls can be viewed from any angle you can even change the colour of the table. You can also select what music plays from the jukebox. Best feature is the use of the PlayStation mouse, with which you can perform all your shots. Dragging the mouse back and forth replicates the power you are putting on the cue. You may look stupid doing it, but it does work! Yes the graphics of *Virtual Pool* are primitive, but I know you'll find that this little game plays very well.
ALEX HUHTALA




POOL SIM
OUT FEB
BY CELERIS
1-2 PLAYERS

- PRICE £44.99
- NO OTHER VERSION PLANNED
- PC CD-ROM VERSION AVAILABLE
- STORAGE 1CD
- PUBLISHED BY INTERPLAY
- TEL : 01628 423 666



If you own a PlayStation mouse you can use it to simulate the movement of the cue.




J-LEAGUE PERFECT STRIKER

As you should know by now, *Perfect Striker* is due to be released in the UK as *International Superstar Soccer 64*. There are already lots of similarities to *ISS*, especially in terms of the options screens. The players also have lots of moves to master, with the usual overhead kicks and slide tackles, as well as some more original tricks, like being able to perform dummies, fake shots, and so on. The controls are very easy to learn, with each button on the N64 controller doing something, though the 3D stick takes a bit of getting used to. In terms of realism, it doesn't try to be too accurate, but still has some brilliant touches to add authenticity. It's one of the best footie games around, and will be improved greatly by having English options and non-Japanese teams. If you can live with lots of Japanese text, get this now, otherwise we recommend you wait a few months for *ISS 64*, which should be even better. **ED LOMAS**





FOOTBALL
OUT NOW (JAP)
BY
1-4 PLAYERS

- PRICE £IMPORTER
- NO OTHER VERSION PLANNED
- NO OTHER VERSION AVAILABLE
- STORAGE XX MB CART
- PUBLISHED BY KONMAI
- TEL : 01895 853 000





Superb action in this N64 soccer sim. But it's wise to hold out for the English language version.

MINI REVIEWS

ARCADE



FIGHTING GAME	BY CAPCOM
60% COMPLETE	1-2 PLAYERS
• NO OTHER VERSIONS PLANNED • DISTRIBUTED BY ELECTROCOIN	• SYSTEM CP-SYSTEM III • STAND ALONE CABINET

STREET FIGHTER III NEW GENERATION

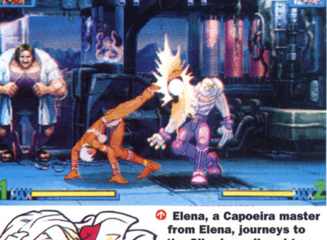
The moment the fighting game world held its breath six years for has finally arrived. Capcom unveiled *Street Fighter III: New Generation* to the gameplaying public in late December/early January in location tests in Tokyo Japan; Osaka, Japan; and Sunnyvale, California in the US.

It's not another upgrade of *SF II*, or *Alpha*, or another 3D polygon EX spin-off, but the real deal. In the tradition of true *Street Fighter*, this game is hand-drawn, 2D, and created on Capcom's powerful, all-new 32-bit game hardware. Surprisingly, this iteration almost completely ignores the storylines of all past *Street Fighters*, tossing away all characters and plot elements save Ryu and Ken and their immediate backstories (no, don't look for any resolution to Charlie's fate, the Sagat/Ryu rivalry, the Akuma/Gouken/Goutetsu thing, or even old M. Bison). The other eight characters, appropriately dubbed the New Generation, are brand new and have absolutely no connections to any of the earlier versions. Capcom has apparently used previous *SF IIs/Alphas* as testing grounds for many gameplay features, some of which were retained in *III*, and many of which were discarded. And of course there are a few key new additions to gameplay, which could make or break the title. Will *SF III* reignite the *Street Fighter* mania which drove the series to the top in the early 90s? We'll take the closest look possible given the highly incomplete nature of the test version, and let you draw the conclusions.

Ryu's Hadoken is more beautifully animated than ever, and Ken demonstrates one of his many all-new basic moves (standing Fierce).



Ryu and Ken are back, but if you have other favourites from *SF II/Alpha*, you won't find them in *SF III*. In with the new.



Elena, a Capoeira master from Elena, journeys to the Siberian railroad to take on the Russian cyberpunk Necro.



Ibuki and Necro are two of the finest from the New Generation.

Sean, an (allegedly) multi-talented sports youth, takes on Ibuki, a Japanese high school ninja.

CPS III: CAPCOM'S NEW HARDWARE GENERATION

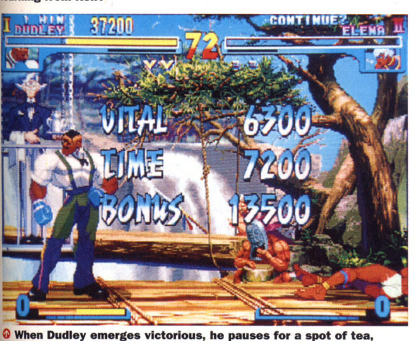
It's been 4 years since Capcom's 16-bit CPS II (which, for all intents and purposes, is only slightly more powerful than a SNES) was introduced in the arcades, and the new hardware has been long awaited. Allegedly more powerful than any other hardware on Earth at pushing 2D sprites, the CPS III gets its proper debut with *SF III* (although technically the first CPS III game was *WarZard*, a.k.a. *Red Earth*). According to Capcom, the hardware's capable of up to 64 colours per sprite (as opposed to CPS II's 16), and up to 36,000 colours per background (whereas CPS II could manage 256) – an obviously dramatic increase in graphic capabilities. A wholly unique feature of the system is the inclusion of a CD-ROM drive (a first for arcade hardware) which loads the game into the 776 megabits of RAM. CPS III's main focus is 2D games, which in my opinion is a blessing. Aren't there more than enough companies doing polygon fighters?



Ken masters Sean easily. Will Sean ever reach his dream of learning from Ken?



Old school meets the new generation.



When Dudley emerges victorious, he pauses for a spot of tea, which his butler kindly airlifts in for the chap. Possibly the coolest win pose of all time!

SUPER FINE GRAPHICS

Although graphics are never the most important judgment point of a good fighting game, in *Street Fighter III*'s case they are certainly the initial defining quality. I still remember the first time I saw *SF II* moving; I was nearly speechless. No previous game's animation was even close! The first time I saw *SF III* moving, I was nearly as floored as that special moment with *SF II* back in 1991. Nothing, nothing can prepare you for the smoothness of *SF III*'s animation, the detail of every animation frame, and the overall splendour of *SF III*'s visual appeal. A minor example: in both *SF II* and *Alpha*, Ryu's "Hadoken" (Wave-Motion-Fist, or Fireball as it's more commonly known) attack is animated with 4 frames. In *SF III*, it's 14. Every movement is just indescribably smooth, closer now to a cartoon than ever before. Details such as ripples of garments, limbs which advance only a few pixels from one frame to the next, and the smallest changes in facial expressions make the difference. Some players preferred the more realistic, ultra-detailed art style of *SF II*, while others like the more cartoony look of *Alpha*. *SFIII* adopts a style which compromises between the two looks, but with significantly improved detail, shading, and as mentioned way more frames.
Just as stunning as the animation are the amazing backgrounds. The backgrounds have a richness of colour and detail, as well as a personality, wholly unrivalled in any other fighting game. Unbelievably, and for the first time in a Capcom game, there are multiple backgrounds for some characters! Some are merely retouched day/night versions, but others are completely different.



The animation is so detailed, the flames literally lick Ken's fist when he does the flaming Shoryuken!



The new player select screen is extremely cool, featuring full-screen artwork one of Capcom's top illustrators.

SUPER ARTS SELECT

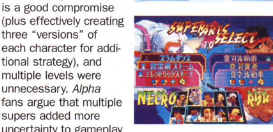


Every character can choose from three Super Arts! Just like old *SF*, if you win you must stay with the same character, but you must also retain the same Super Art, so choose wisely.



As always, the Super Arts deliver spectacular results if used to conclude a round.

Ever since *Super SF II Turbo*, Capcom has been fiddling with its implementation of Super Moves (or "Super Combos" as they've been termed) across all of its various fighting series. *SF III* once again rewrites the rules. At the start of each match, you choose one of three such moves (now entitled "Super Arts"). Each Super Art is different, and they all vary in super meter energy requirements and the number that can be stored (up to 3 maximum). Gone from *SFA* is the ability to use more than one level at a time, and obviously, the access to any of the supers during the fight. Is this a good or bad thing? *Super SF II Turbo* (a game with one super per character) purists say that the multiple supers in *Alpha* were unnecessary, the select is a good compromise (plus effectively creating three "versions" of each character for additional strategy), and multiple levels were unnecessary. *Alpha* fans argue that multiple supers added more uncertainty to gameplay as one couldn't instantly tell which super was being performed, and that multiple levels and multiple supers translated into more exciting combos. What do you think?



My suggestion to Capcom: include a special, soft dip-selectable game mode where Super Arts Select is disabled, and all characters can use all their supers. To allow for variable charge requirements, the super bar should be segmented into three sections (one section representing each super), with the number to the side of each segment indicating how many of that super is charged. Whenever a super is performed, the drain would of course affect all three segments of the bar.

NEW COMBOS

A massive addition to *SF*'s combo system is the ability to two-in-one a sure-killing technique (or special move as it's more commonly known) into a Super Art. For instance, in the test version (and these things are always subject to change in the final), Ken can two-in-one a Shoryuken into a Shoryu Reppa. This looks very cool, and as long as the damage isn't too high, shouldn't be a disruptive addition to the combo system. This DOES NOT mean it's possible to two-in-one a sure-killing technique into another sure-killing technique! A second change to the combo system is the increased ability to juggle (hit the opponent multiple times in the air). In *SFA 2*, the ability to juggle was extremely curtailed...the second hit had to come almost immediately after the first one. In SF III, the juggle window has been opened up a great deal, and almost every character has moves designed to knock the opponent into the air and set up juggles.



Many new juggle combos are possible in *SF III*!

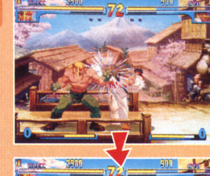


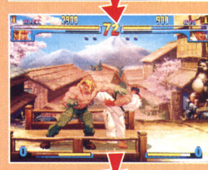
PARRYING

Totally new to *SF III*'s gameplay system is parrying, an offensive form of blocking. Blocking, as you know, is naturally defensive: hold away and you'll either walk back, or block if an attack is oncoming. Parrying is just the opposite. Push forward, and you'll either walk forward, or parry if an attack is oncoming. However, unlike blocking, parrying must be timed perfectly. If you push forward before the attack actually starts, you'll run right into it! When you parry, you knock away the opponent's attack and instantly recover, enabling you to counter-attack before the enemy's attack animation has finished. For instance, in the test version, you could parry a point-blank basic attack or projectile, followed by a combo into a Super Art. It does not appear to possible to Parry multiple-hit special attacks or Super Arts.



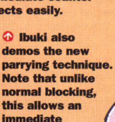
After Parrying Alex's attack, Ryu can follow up with an immediate counter-strike, even a Super Art!







Alex 1) parries Ryu's attack, 2) launches an immediate counter-attack, 3) connects easily.



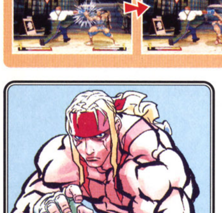
Ibuki also demos the new parrying technique. Note that unlike normal blocking, this allows an immediate counter-strike!

MORE TWEAKS

Here's a rundown on *SF III*'s other major gameplay changes. Air blocking has now been completely removed, but it is possible to air parry. Alpha Counters are gone, as are Custom Combos. New is the ability to dash forward and back, as well as jump extra high and extra long. Every character now has a "standard" (same motion for everyone) top-down attack, which is a type of attack that starts high and crushes through a low blocking position. In addition to the standard top-downs, characters still have their own trademark top-downs, such as Ryu's classing rushing Strong. Now let's take a look at each character individually....



Like Ken, Ryu has learned a variety of the new basic attacks, such as the Yokokeri.





ALEX (U.S.A.)

He's a tough guy from Manhattan, New York. Alex left home at a young age to train with Tom, a retired U.S. soldier and friend of the family. Alex now fights to avenge Tom's defeat at the hands of a mysterious man. He lives with Tom and Tom's 4-year-old daughter, Patricia. Alex is the main character in *SF III*.

Alex is mainly a grappler, and he wants to get in close to crush you. His moves include Flash Chop, a close-range swipe; Air Knee Smash, a flying leg drop; Power Bomb, a command throw; and Air Stomp, a drop kick to the head. His three Super Arts are a Zangief-style Piledriver, a flying full-screen grab which covers fireballs and is more than reminiscent of Birdie's Bull Revenger, and a close-range combo followed by a massive bodyslam. Alex fights in a filthy, graffiti covered alleyway in a bad corner of the Big Apple.







Alex's Flash Chop has short range, but when it connects it can lead to bad, bad things.

RYU (JAPAN)

The wandering warrior is still on a quest for true strength. The quest may never end. Ryu is honourable and always cares about his opponents' well-being, but he never holds back in battle. Ryu's karate style is solid and intense, unlike his friend and rival Ken's style, which is flashy. Ryu and Ken's friendship has become strained since the arrival of Ken's son.

Ryu returns with all of the classic sure-killing techniques, though his Tatsumaki Sempuukyaku (Dragon Gale Kick) could not be performed in the air in the test version, presumably a final change. His basic attacks are all completely, 100% different in appearance from previous SF games, and many are used differently than before. For instance, his low Forward is now relatively slow and is no longer the quick-retracting ground weapon it once was. On the Super Arts side, his Shinkuu Tatsumaki Sempuukyaku is gone, replaced by a Shinkuu Shoryuken. His new Super is the Electric-Lightning Wave Motion Fist. Unlike the Shinkuu Hadoken (Vacuum Wave-Motion Fist), this Super must be charged up when performed, but when released at full strength is unlockable and causes dizziness! Ryu's background is a gorgeous, serene Japanese village with a bridge, a babbling brook, and a cherry blossom tree.



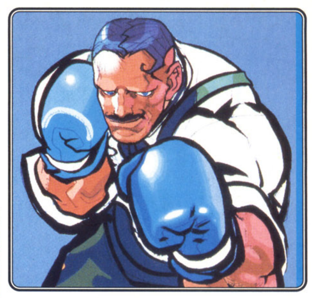
KEN (U.S.A.)

Ken is both Ryu's friend and rival. They trained under the same master. Now tied down to domestic life, Ken has agreed to honour his wife Eliza's request not to enter a martial arts tournaments unless Ryu also participates. Ken's style is seemingly reckless, but never to be underestimated. Ken now has a three-year-old-son, Mel.
Ken's basic moves overview is similar to Ryu's. Ken's new Super Art is a flurry of devastating kicks followed by a Tatsumaki Sempuukyaku. Though he currently lives in San Francisco, Ken's stage is (apparently) a Japanese hot spring backed by a spectacular mountain range.



Ken has a variety of lethal kicks, such as the Kakato-otoshi, which Ibuki is viewing at extremely close range.

Ken delivers his new standing Fierce somewhere Elena doesn't want it.

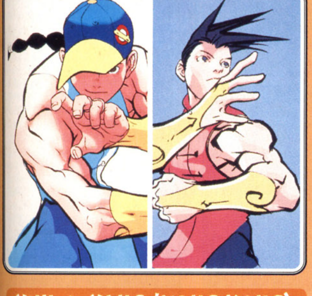


DUDLEY (ENGLAND)

He's an Afro-British heavyweight boxer. His father was a successful athlete and businessman, so Dudley grew up in an affluent family. He became a boxer in college. He is small for a heavyweight, but his speed and skill make him deadly. Dudley is the quintessential gentleman, but a bit of a snob.
Some might think, "Oh no, yet another Mike/Balrog" (recalling the boxers from *SF I* and *II*), but Dudley's moves and controls are completely different from his predecessors. His moves include a Ryu-style Uppercut, a "sucker" move called Cross Counter where Dudley waits to take a hit and immediately retaliates, and two different bobbing-and-weaving dash punches. His Supers include a multi-hit Rolling Upper, a heavy corkscrew blow, and a super variation of the Uppercut. His backgrounds (which has a day and night version) is a wondrously-illustrated street corner under the overcast skies of Britain, with Big Ben in the distance and the now-trademark, Capcom-required Sherlock Holmes reference (check out Birdie's stage in *SFA 2*).



Dudley's Jet Upper is as imposing as Ken's Shoryuken, especially when Ken's on the receiving end.









YUN & YANG (HONG KONG)

They are twin Kung Fu masters ("Dragons") from Hong Kong who specialise in Chinese Kempo. They were raised by their grandfather (a grocer), who taught them the martial arts at a young age. Yun is the more responsible of the two; a born leader. He can be very impulsive. Yang is calmer and looks at things more subjectively.
Yun and Yang have different appearances (Yun wears a baseball cap and rides a skateboard, while Yang lets his ultra-pointy hair do what it may and favours roller blades), but both have the exact same moves (and thus are really "one" character). Sure-killing techniques including a dashing knock-down punch, a rolling kick, and a flying drop-kick. Their Super Arts include a shadow effect reminiscent of Rose's Soul Illusion, a rolling kick combo, and a multi-punch into flying kick combo.
They have two completely different backgrounds, a gorgeously-design temple with Dragon Insignia and breakable statues, and a bustling Hong Kong street with many spectators, street vendors, and a parked train.



Yang's command throw, the Kobokushi, is spectacular.



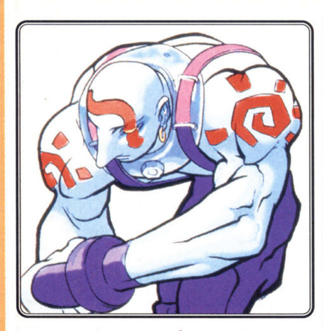


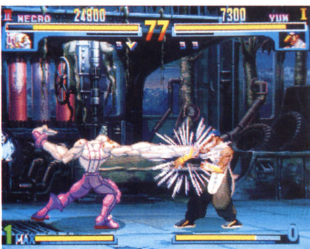
Yun's Seknotai is a deadly forward tumble ending in a multi-hit rising kick.





Yun uses the Raigeki Shu to rearrange Dudley's face.




Necro's EM Blast shocks Elena to the bone.

NECRO (RUSSIA)

He was born in Russia in a small village by a lake. After the collapse of the Soviet regime, Necro wandered toward Moscow where he was abducted, and strange experiments were conducted on his body. Necro now has super flexibility in his limbs, but his greatest desire is freedom from his captors. He is a cyborg and looks like a total freak. His attitude is punk.

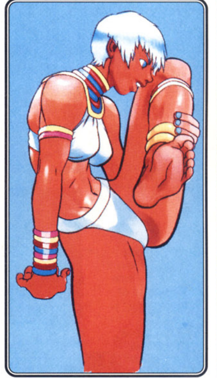
Necro feels like a cross between Dhalsim (with somewhat less reach), Blanka, and Zangief. His special moves include, you got it, an Electromagnetic Blast (Blanka-style zap), a long-reach Zangief-type grab, and a rushing triple punch. His supers include an enhanced EM Blast and the Slamdance super throw. His background is a sickening laboratory where a mad scientist is conducting experiments on people, bodies, and body parts.

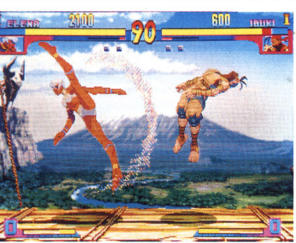
Even Necro's long limbs can be Parried, as Yun demonstrates.

ELENA (AFRICA)

Elena is the daughter of a great African tribal leader, a well-educated man who studied in France. She is dearly loved by her father as she is an only daughter. She fights using the Capoeira style, which places special emphasis on the use of the legs. Elena has very powerful legs, which make up for a lack of upper body strength.

Elena's moves are all kick-based...as they say on Street Fighter rap albums, she punches with her feet. Her sure-killing techniques include several aerial flying kicks, and her Super Arts are comprised of two deadly multi-kick combos, and the controversial Healing. Although this has appeared in other Capcom games, this is a first for a Street Fighter. If Elena is allowed to complete the Healing Super Art, she regains a significant chunk of energy, but if she is hit during the attempt, the entire effect is negated. Her two stages include a suspended bridge overlooking the African Savannah, and then (after a giant bird flies into the screen and knocks out the bridge supports, sending both characters tumbling down), a log suspended over a cliff with a waterfall and sedate Elephant lounging in the background. On this second background, a second suspended log can be seen and occasionally two men can be seen grappling for their lives. What's absolutely hilarious is that the two combatants often pause their struggle to observe the struggle between Elena and her opponent. It should be noted that Elena has, to the best of my understanding, the most animation frames of any 2D hand-drawn character in history. Her animation appears to be two to three times smoother than any other character in *SF III*. The trade-off is that the detail and shading appear to have been sacrificed. It appears Capcom decided, just for fun, to experiment and push the animation frame frontier as far as possible with one character, to see how it compared with the rest of the cast who have far fewer frames but much higher detail.





Elena's Scratch Wheel is a highly effective ground-to-air defence.



Elena uses the Spinning Beatdown to teach the 140-year-old hermit Oro a lesson.



IBUKI (JAPAN)

She's a Japanese high school student from a small village which has taught the Ninja art to its residents ever since the Sengoku era. She has been studying Ninja since kindergarten! Ibuki is easy-going, but very determined. She combines her Ninja style with ancient Japanese martial arts. She is adept at finding her opponent's weak point.

Ibuki appears to be one of the most powerful and most popular character. She uses a flying dagger attack similar to Rolento's Stinger, a command throw, and running slide grab. Her supers include an airborne dagger assault, a flying drop-kick, and a super energy burst. Her stage is her rustic, quaint Japanese village where little Ninja-to-be children cavort by day, and dark, imposing figures stand watch by night.






Ibuki uses her Koho to send Ryu flying to the turf.



SEAN (BRAZIL)

He was born and raised in Brazil. He comes from an ordinary Brazilian family, but is a "multi-talented sports youth." (Damn, I wish I was a multi-talented sports youth...NOT!) Sean has always been impressed with Ken's fighting style and wishes to study under Ken. Sean hates to lose, is very aggressive, and has the ability to deliver a fatal blow. Sean displays his sports talent at the beginning of every match when he tosses a basketball, which invariably lands on the opponent's head.

Sean is yet another Ryu/Ken headswap character, though his moves are possibly the most unique of all the "Shotokaners" (just for the record, by the way, "Shotokan" is not Ryu and Ken's fighting style). Sean has the standard Shoryuken move, but his is accentuated by a massive second-hit slam at its apex. His Tornado seems closer to Dan's Cut-Off Kick than Ryu or Ken's Dragon Gale Kick. He also has the Sean Tackle, a running grab-and-beatdown move, and a flying drop-kick. His Super Arts include a super fireball (strange that he has a super version but not a normal one), a super running multi-punch/drop-kick combo, and a super uppercut. Sean's stage is, for whatever reason, a snow-covered New York street with a happy Christmas tree in the background.



Sean pounds his would-be instructor with the Ryubikyaku.



Sean shows he has the power of the "Hyper Tornade." Yayussu? I think so!

CONCLUSION

No one could fairly review a Capcom fighting game without playing the final version for at least a few weeks or a month, and this one wasn't even close to done. What separates a good fighting game from a great fighting game is balance. In a balanced fighting game, you should be able to pick any character and have a realistic chance to win if your skill is equal to the opponent's. Additionally, there should be nothing which overly cheapens, or diminishes, the strategy and feel of gameplay. Here's the score on *SF III* thus far. Graphics? The best 2D of all time. Audio? Need to hear more, but lots of potential. (The music was very well-composed, but quite different in style from *SF II*. Some of the voice actors sounded superb, but I couldn't decide if the announcer was deep and foreboding, or deep, foreboding, and too much like the *Mortal Kombat* announcer...Mama Mia!) Storyline? Can't judge the plot without seeing the endings, which weren't in that version, much less boss(es) (of which Capcom confirms the existence but offers no further comment). Character design? Some I like a lot, some will take a while...check back in a few months, after I grow to either love them or hate them. Any factors which could cheapen gameplay? Parrying could be a godsend or a curse, depending on the ease of execution and how much damage one can inflict when a Parry connects. Balance? Well, that's the real question, and thus far wholly unanswered. For Street Fighter III to succeed, Capcom must hit it perfectly on the balance category, and that means listening to the players at the Japan AND US test locations, which did not in any way, shape, or form take place with *SF Alpha 2*, at least in the US (to a tee, almost every single player at the US location tests of *Alpha 2* told Capcom to weaken Chun-Li, which was not done).

A balanced game can be popular for six months, a year, or more. An unbalanced game will usually spike in popularity after two-three months, then quickly die because everyone gets tired of playing against a small number of characters who dominate the game. After six years of waiting, SF III's fans deserve nothing less than perfection. The stage has been set, and let's hope Capcom delivers **SLASHER QUAN**

ORO (AMAZON JUNGLE)

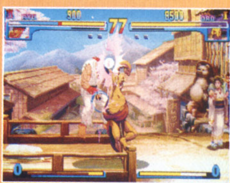
Oro is a 140-year-old mystical creature who lives in a cave in the Amazon rain forest. His only companions are wild animals. He is more god-like than human and he has mastered fairy magic. His style is artistic and fast, and he often looks like he is dancing. He only fights with one arm. He appears to be Japanese-American.

Oro could possibly be the strangest looking Street Fighter character ever, even more bizarre than Blanka, Dhalsim, or Necro. He uses an (obviously) one-armed fireball and uppercut, as well a command throw. His Super Arts involve a huge, slow-moving energy ball which can juggle unlucky victims, and a shadow-generating super which appears similar to Rose's Soul Illusion, but is intended for the express purpose of repeatedly slamming his opponent for huge damage if he so much as touches them. Oro's cave (slightly reminiscent of Akuma's stage in *Alpha 2*, but apparently cozier and friendlier) features his mangy but cute pets who are constantly yapping, and his stew cooking slowly over the hearth.





Oro's one-armed Nichirinsho proves a formidable projectile for Ryu.



Oro is looking for a student. Ryu is looking into Oro's Oniyanma and not enjoying it.









Dudley finishes off Sean with his Rolling Sander Super Art.

ARCADE



FIGHTING GAME	BY NAMCO
OUT APRIL	1-2 PLAYERS
• NO OTHER VERSION PLANNED • DISTRIBUTED BY NAMCO	• SYSTEM 12 • STAND-UP CABINET

"Tekken 3 is gonna kick *Virtua Fighter 3*'s butt!" That's what Tekken fans have been boasting on the Internet. Now the time for idle speculation is over – *Tekken 3* is here!

Virtua Fighter 3 may currently stand as the greatest 3D fighting game, but this hasn't been a unanimous crowning. For fans of Namco's *Tekken* series, the release of *VF3* has only strengthened their dedication to their own series, and the much-awaited third episode in the *Tekken* saga. The idea of a *Tekken* game to match or even exceed Model 3 power has been the subject of much hype recently. And now, finally, a 60% complete test-version of *Tekken 3* has been revealed. What is clear, is that the technology is NOT superior to that of *VF3*. But then none of the *Tekken* series has ever beaten the *Virtua Fighter* arcade series in visual terms. For *Tekken* fans, the appeal has always been in the way the games play – and the potential for perfect PlayStation conversions. In these respects, you can guarantee Namco have pushed the series further than ever!



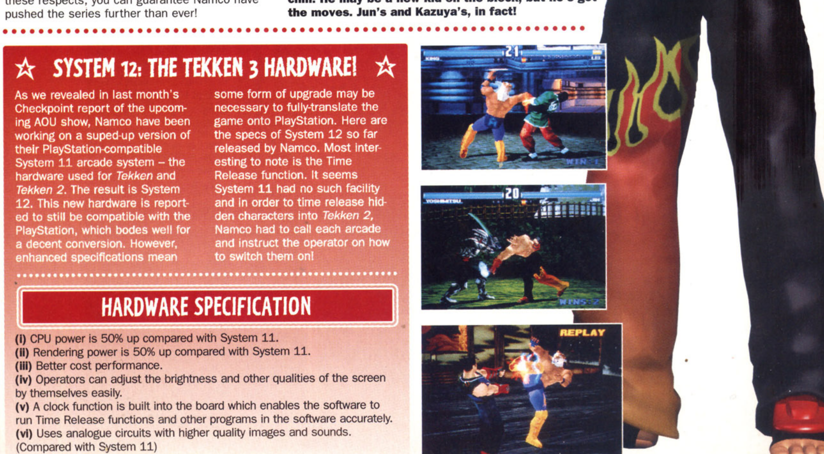
Jin Kazuma gives Paul a good crack across the chin. He may be a new kid on the block, but he's got the moves. Jun's and Kazuya's, in fact!

☆ SYSTEM 12: THE TEKKEN 3 HARDWARE! ☆

As we revealed in last month's Checkpoint report of the upcoming AOU show, Namco have been working on a suped-up version of their PlayStation-compatible System 11 arcade system – the hardware used for *Tekken* and *Tekken 2*. The result is System 12. This new hardware is reported to still be compatible with the PlayStation, which bodes well for a decent conversion. However, enhanced specifications mean some form of upgrade may be necessary to fully-translate the game onto PlayStation. Here are the specs of System 12 so far released by Namco. Most interesting to note is the Time Release function. It seems System 11 had no such facility and in order to time release hidden characters into *Tekken 2*, Namco had to call each arcade and instruct the operator on how to switch them on!

HARDWARE SPECIFICATION

(i) CPU power is 50% up compared with System 11.
(ii) Rendering power is 50% up compared with System 11.
(iii) Better cost performance.
(iv) Operators can adjust the brightness and other qualities of the screen by themselves easily.
(v) A clock function is built into the board which enables the software to run Time Release functions and other programs in the software accurately.
(vi) Uses analogue circuits with higher quality images and sounds. (Compared with System 11)

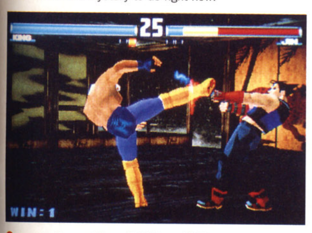


THE THIRD RAVE WAR HAS BEEN BEGUN!

ARCADE

ALL-NEW GAME FEATURES!

Below, you can finds a brief rundown of the some of the new additions *Tekken 3* adds to the Namco fighting game formula! And over to the right there, you can see a few scenes from the incredible attract sequence of the arcade game. It seems to be FMV, so how an arcade PCB runs it is a mystery to us right now!



A new generation of *Tekken* fighters, battling away 19 years after *Tekken 2*. On the right is King Junior, fighting Kazuya and Jun's son Jin!



Jun and Kazuya open the intro sequence.



And here is their offspring...



... the awesome new Jin Kazama!



Could this be The God Of Fighting?

DODGE MOVE!

(i) A new sideways shift movement is now possible. Tap the lever lightly up and your character moves away from you (into the screen). Tap the lever lightly down and your character moves toward you (out of the screen). Compared to the previous two-dimensional battles you now have more freedom of movement for defensive and offensive maneouvers.

GREATER DEGREE OF CONTROL!

(ii) You now have more control of your character's posture while in midair. When landing you are able to take up a defensive position. All the manipulations of offensive movements have been improved. Players can enjoy practicing with all the new elements.

NEW MOVES, OF COURSE!

(iii) Former characters have new techniques. New characters have the same volume of techniques as former characters.

IMPROVED MOVEMENT!

(iv) Genuine movement has been reproduced by requesting top-rank fighters to perform for motion capture.

TIME-LOCKED EXTRA CHARACTERS!

(v) With the new Time System, the number of characters which can be used gradually increases. How many characters are set to be revealed is a secret, but we know it's over 6!

REMODELLED FIGHTERS!

(vi) All the characters have been totally remodelled afresh. With "envelope management" the character models have been articulated so that the individual limbs movement is modelled seperately like a doll. Compared to *Tekken 2* there is a marked difference in how real the models have become.

SUPER-FINE DETAIL!

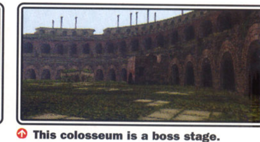
(vii) Even the opening and closing of the character's hands and the movement of the clothes has been represented. In addition all the costumes have been improved with different model designs for 1P and 2P.

ALL-NEW 3D BACKDROPS!

(viii) All the backgrounds have been completely redesigned with all the background buildings now constructed as 3D models. This gives a better sense of 3D.



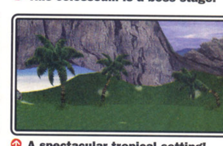
This stage is set in China. Hello Nina!



This colosseum is a boss stage.



A factory level. Run by the Mishimas?

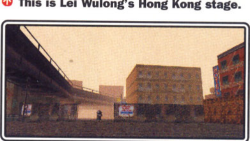


A spectacular tropical setting!



This is Lei Wulong's Hong Kong stage.

A classic-style fighting arena!



This stage should scroll impressively.



Yoshimitsu again battles in the forest.



The Aztec home of the God Of Fighting!





Another China scene. See ya later Nina!

TEKKEN 3: THE STORY!

For the plot and continuity junkies among you, here's the epic storyline to Tekken 3!

Following the second Iron Fist Tournament (as seen in *Tekken 2*), Jun Kazama approached Kazuya, sensing that his power came from the devil. However, upon meeting with Kazuya she felt herself being sucked into his mysterious force.
A few days later, Heihachi, the sponsor of the tournament, visited Kazuya and after a violent fight, killed his son. Unaware of his connection with the devil, Heihachi, buried Kazuya in the crater of a volcano.
At almost the same time, the devil appeared before Jun Kazama, attempting to seize her and Kazuya's newly born child, Jin. However, she beat the devil and brought up Kazuya's son in the mountains of Yakushima far from mankind.
Having regained control of the Mishima financial empire, Heihachi became the head of the Mishima family once again. Wanting to be trusted by world leaders so that he might gain greater power for himself, Heihachi created a private corps, the 'Tekken Force', to settle World disputes and cultivate wasteland to feed the starving third world countries. For a short time at least world peace seemed to be restored.





UNTIL NOW...

15 years have passed and Heihachi has ordered Tekken Force to excavate the site of an American Indian ruin, whereupon they discover a mysterious creature. Heihachi orders them to recover it when suddenly all contact is lost Their last garbled message speaks of 'The God Of Fighting'. Heihachi immediately goes to the ruins in search of his team, but he finds only corpses. Mishima's corps has been completely destroyed! At first he feels deep sorrow, but then a new ambition begins to stir. "If I could take control of this creature with such great power, my dream to conquer the world might yet come true." Realizing his ambitions, Heihachi takes steps to first gain the God of Fighting and then... the world!. Once more history starts to repeat itself!
Within a short period of time, strange occurances break out all over the world. Strong spirited people - the world's greatest hand-to-hand fighters are disappearing. Jun, who had been living peacefully with the now teenage Jin, instinctively knew that danger was approaching. In preparation for the day it would come, Jun explains to Jin all about his past, telling him that should anything happen to her, he must go to Heihachi Mishima.
Then one stormy night, it happens! The God of Fighting appears in the mountains where 15-year-old Jin and Jun are living, and razes everything to the ground. Ignoring his mother's crys to flee, Jin battles the God of Fighting. But in a weak moment, Jin is knocked unconscious.
When he wakes, his mother nor the woods where they had been living remain. Everything has been burned down! Since the God of Fighting has killed his mother, Jin goes to Heihachi and asks to learn the fighting arts that he may defeat the God of Fighting. On hearing Jin's story, Heihachi is now certain the God seeks the strong spirited. To lure the creature to him, he organises the third King of the Ironfist Tournament, calling those with strong spirits to battle each other. Four years later, it is spring for 19 year old Jin Kazama. The third King of the Ironfist Tournament has begun!



CHARACTER PROFILES!

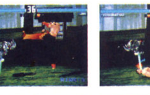
On initial release, *Tekken 3* will feature 10 playable characters. The profiles of three, Hwoarang, Xioyu and one other, have yet to be revealed. Here are the profiles of the seven others, straight from Namco themselves!



JIN KAZAMA







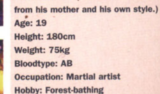
The son of Kazuya Mishima and Jun Kazama. At the age of 15, he learned who his father was but at the same time lost his mother. Jin trained under the supervision of Heihachi every day with the intention of defeating the God of Fighting, who he believes to have killed his mother. For him, Heihachi is both his grandfather and a teacher. Four years have passed and now Jin Kazama, having mastered the Kazama-style of Judo and the Mishima-style Fighting Karate, is ready to take action as a martial artist.











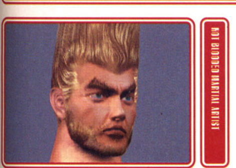
Nationality: Japanese
Fighting style : Advanced Mishima-style of Fighting Karate/ Kazama style of self-defense (a mixture of teachings from his mother and his own style.)
Age: 19
Height: 180cm
Weight: 75kg
Bloodtype: AB
Occupation: Martial artist
Hobby: Forest-bathing
Likes: Lectures from his Mother
Dislikes: Deceiving others

THE THIRD RAVE WAR HAS BEEN BEGUN!

ARCADE



PAUL PHOENIX



At the previous tournament, Paul fought against Kuma on his way to Kazuya and won. But during this time, the tournament finished and so he lost his chance to win.
Paul, who started martial arts as an admirer of Willy Williams (a prize for someone who can tell us who he is!), is now a famous martial artist himself, admired by young fighters all over the world. He has won many times in various tournaments since then. However, he still feels that something is missing.
In spring, 46-year old Paul receives a letter notifying him that the third "King of the Iron Fist Tournament" is being held. He has not once neglected his training during the last 19 years and is in perfect condition. How can he possibly be defeated? Paul, at age 46, has no weak point!





Paul's trademark moves are still there. But he has a lot more besides!

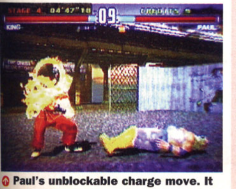


The Phoenix Smasher again, viewed from a different angle. Even more impressive lightning effects now accompany the hits!





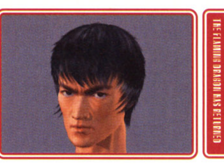
Not one of the best moves. A kick to the shins!



Paul's unblockable charge move. It does 90% damage, as King knows!

Nationality: American
Fighting style: Combined martial arts based on Judo
Age: 46
Height: 187cm
Weight: 81kg
Bloodtype : O
Occupation: None – still training with the aim of being No.1 in the universe
Hobby : Motorbike riding
Likes: Pizza, roar of engines
Dislikes: Japanese motorways (He was caught in a traffic jam during the previous tournament)

FOREST LAW



Forest is Marshall Law's son. He is training himself at his father's gym hall, but any contests outside his own group are forbidden by his father. Every three months, Paul Phoenix visits the gym hall to fight with Marshall. But on one occasion Marshall is absent, building a new gym. Paul invites Forest to come training with him, in the hope of persuading him to participate in the third King of the Iron Fist Tournament.
Although forbidden to fight others, Paul flatters him by saying he has more talent than his father. Though a little worried, Forest wants to try himself and this is a good chance to test whether he was good enough to inherit his father's gym hall. Against his Father's advice, Forest makes up his mind to participate in the tournament. When Marshall returns home and finds the message left behind by Paul he's furious. "He's stolen my son!"









Like his father, Forest's moves are all based around a Bruce Lee style. As you can see from all these pics!

Nationality: American
Fighting style: Martial arts
Age: 25
Height: 177cm
Weight: 66kg
Bloodtype: B
Occupation: The second master of the Marshall gym hall (he expects to be)
Hobby: Shopping
Likes: Credit cards (He has paid Paul's participation fee for the tournament and all the petrol expenses)
Dislikes: Riding double on motorbikes (He's afraid of Paul's riding.)







Law shows Paul how to do that low kick properly. In all the pictures above this one, you can see new character – Hwoarang!

THE THIRD RAVE WAR HAS BEEN BEGUN!

ARCADE

LEI WULONG



SUPER COP!

Lei was about to catch Bruce at the previous tournament, when he managed to escape. After the tournament, Bruce's homeward bound plane crashed. It's said that Kazuya's corps may have caused it in order to silence Bruce, but Lei thinks the accident may have been a ruse and doubts Bruce is really dead.

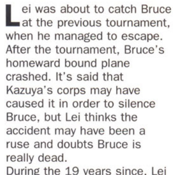
During the 19 years since, Lei has solved a lot of international crimes. He is such an agile person that he doesn't look 45-years old at all. Not surprising then that he's known by the nickname of "Super Cop", a name that crime organizations all over the world fear the most. Investigating the disappearence of prominent martial artists within his jurisdiction, Lei is visited by Heihachi Mishima, the head of Mishima financial empire. Heihachi asks Lei to enter in the third King of the Iron Fist Tournament. Lei can't understand the reason for the invitation, but Heihachi's tells him "You'll understand everything if you participate!" And thus he joins.















Lei Wulong's moves have always been based on various Jackie Chan movie styles. This element has been expanded even more!



A classic Drunk Kung-Fu style falling attack from Lei. he's got plenty of them!

Nationality : Chinese
Fighting style : Various Martial Arts (principally five Chinese style martial arts)
Age : 45
Height : 175cm
Weight : 65kg
Bloodtype : A
Occupation : Policeman
Hobby : Movies, Naps
Likes : SONY products (He once appeared in an advert for SONY)
Dislikes : Crimes, Villains

KING



ANGER OF THE BEAST!

King Junior was brought up in the orphanage run by the first King. When he reached 24, he saw King killed by someone. Seeing that the orphans were downhearted and losing hope he put on the mask to keep the orphanage going. However, he couldn't become very powerful because all his techniques were learned just from watching King during his childhood. Armor King hears the rumour that King Jr has become King's successor and visits him. Seeing that he is appearing in the ring despite his suffering, Armor King decides to become his second. Although Armor King knows who killed King, out of his friendship for King he believes that bringing up this young man to be a strong fighter is more important than anything else. Four years pass and the young King has grown into a powerful wrestler – King the Second. At this time he learns from Armor King that King's murderer is the God of Fighting. His trembling fists are wet with the Armor King's tears. Without saying a word he takes Armor King's hands and gives a big nod. A friendship spanning generations is restored.







King's trademark Flying Cross Chop, as taught to Junior, by Armor King!





Here you can see how detailed the 3D backdrops really are!

Nationality : Mexican
Fighting style : Wrestling
Age : 28
Height : 200cm
Weight : 90kg
Bloodtype : A
Occupation : Professional wrestler, management of an orphanage
Hobby : Pleasing children
Likes : Drinking beer in victory with Armor King
Dislikes : A child's tears



King on the sharp end of a Lei headbutt! Some characters may be rookies, but their moves make them as deadly as the regulars!



NINA WILLIAMS



During the previous tournament, she was ordered to assassinate Kazuya, but failed because she was drawn into a quarrel with her sister. Captured by Kazuya's corps, Nina and her sister Anna were used as guinea pigs by Boskonovitch for his second experimental cold sleep unit. They haven't been woken once for over 15 years! Meanwhile, Heihachi's Tekken Force have excavated the God of Fighting. The activities of this creature call out to Nina's spirit. Controlled by the God of Fighting, Nina makes Jin Kazama her next assassination target.







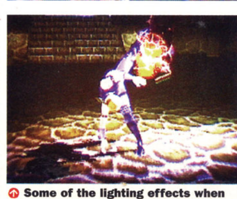

That kinky outfit again!


Powerful kicks are still a Nina speciality. Here, she's sent Paul flying with devasting damage incurred. Looks like a KO!


A female brainwashed assassin, eh? Sounds familiar!

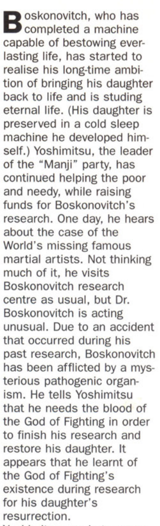


Nationality : Irish
Fighting style : Assassin's martial arts based on Koppo and Aikido.
Age : 22
Height : 161cm
Weight : 49kg
Bloodtype : A type
Occupation : None, but currently controlled to assassinate Kazama
Hobby : Retracing memories
Likes : Not remembered (maybe tea with milk)
Dislikes : Not remembered (maybe Anna)


Some of the lighting effects when hits contact, are dazzling!

YOSHIMITSU





Boskonovitch, who has completed a machine capable of bestowing everlasting life, has started to realise his long-time ambition of bringing his daughter back to life and is studing eternal life. (His daughter is preserved in a cold sleep machine he developed himself.) Yoshimitsu, the leader of the "Manji" party, has continued helping the poor and needy, while raising funds for Boskonovitch's research. One day, he hears about the case of the World's missing famous martial artists. Not thinking much of it, he visits Boskonovitch research centre as usual, but Dr. Boskonovitch is acting unusual. Due to an accident that occurred during his past research, Boskonovitch has been afflicted by a mysterious pathogenic organism. He tells Yoshimitsu that he needs the blood of the God of Fighting in order to finish his research and restore his daughter. It appears that he learnt of the God of Fighting's existence during research for his daughter's resurrection.
Yoshimitsu needs to somehow get the blood of the God of Fighting in order to help Boskonovitch, who once saved his own life, so he decides to participate in the tournament.






Always one of the best characters, Yoshimitsu looks cooler than ever!





Nationality : None (ex-Japanese)
Fighting style : "Manji" ninja martial arts
Age : Unknown
Height : 178cm
Weight : 63kg
Bloodtype : O
Occupation : Leader of "Manji" party
Hobby : Watching Sumo games, Net-surfing
Like : Amusement arcades (especially in Shinjuku)
Dislikes : Villains, game-players with bad manners


A fairly impressive somersault attack. Yoshimitsu's best moves use his sword though. Most notably his skewering attacks!







95% COMPLETE · NINTENDO 64 · FOOTBALL · BY KONAMI · APR RELEASE · 1-4 PLAYERS
• JAPANESE VERSION AVAILABLE
• NO OTHER VERSIONS PLANNED
• STORAGE CARTRIDGE
• PUBLISHED BY - KONAMI
TEL: 01895 853 000

J-LEAGUE PERFECT STRIKER

In just a few months, *Perfect Striker* will be transformed into the new and improved *International Superstar Soccer 64*!

Konami's *International Superstar Soccer* has been hailed as the best 16-bit football game around by many people, so a 64-bit upgrade sounds particularly tasty. *Perfect Striker* is by the same people as *ISS* and it shows, with the English and American versions both being called *ISS* when they are eventually released. Not only does this keep many of the comprehensive options and gameplay features of *ISS*, but it also takes a few good ideas from other football games, meaning that it could well be one of the best yet!



After each goal, the players celebrate in front of their fans.



This guy didn't bother waiting for his mates. He just ran off.

BALL CONTROL

As you'd expect, *Perfect Striker* uses the Nintendo 64 pad's 3D stick to control the action. By pushing the pad slightly in one direction players move slowly, but by pushing it all the way they'll run. There's also a dash button for an extra burst of speed.

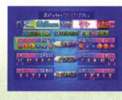




Underneath each player is an arrow which shows the direction the 3D stick is currently pointing, rather than the way you're running.

INTERNATIONAL SUPERSTAR SOCCER 64?

When the game comes out in the UK it won't be called *J-League Perfect Striker*. The similarities to Konami's *International Superstar Soccer* are obvious, and that's what the game's going to be called over here – international teams rather than the J-League, higher difficulty settings, English speech samples, English options and maybe some more features which we'll report on next month.







The goalie saves the free kick, but can't stop the second shot.



MASTERFUL MOVES!

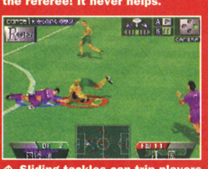
The movement of the players in *Perfect Striker* is excellent, as it has all been motion-captured by Konami. There are also lots of little details which add to the atmosphere, and lots of small animations which are usually forgotten about in football games.



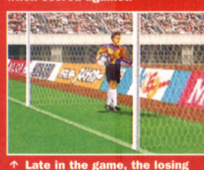
When a player get booked, he protests and waves his arms at the referee! It never helps.



Just like in a real game, the defence looks really miserable when scored against.



Sliding tackles can trip players in many different ways! Here's someone going head-over-heels!



Late in the game, the losing team will often pick the ball from the net and run back after a goal!



During the demo mode, you get right in on the action.



The close-up view really shows off the graphics.



RENDER OR NOT, HERE I COME. YOU CAN'T HIDE. I'M GONNA FIND YOU...

PENALTY!

The penalties are a lot of fun in *Perfect Striker*, unlike a lot of football games. The player taking the penalty controls a blue box, while the goalie controls a slightly larger orange box. Basically, the goalie has to move his box so that it covers the area in which the ball is going in order to save it! It may be a bit hard to understand until you try it out, but believe us it works!

THE TRAINING CAMP

If you need a bit of space to practice the moves and controls in *Perfect Striker*, just use the Training Mode. You can play on an entire pitch with just your team (like *Kick Off* on the Amiga), or you can try out set pieces from free kicks. This option is very useful, as it lets players get used to the new control system and special moves.







The weather varies occasionally with rain, wind and snow effects. The snow's our favourite.

SUPER ATTACKS!

Like Sega's *Worldwide Soccer 97*, *Perfect Striker* has lots of moves to learn. Most have been made very easy to do (the one-two pass is just one button press), but they still look good, and can be used effectively once mastered.

If there's a player sliding in to tackle you, sidestep out of the way, keeping possession of the ball!

Pass the ball to one of your players, and make him leave it for a player behind! What a dummy!





Keep-ah! The goalies have a good selection of animation, with load of different saves.



An excellent corner, ending with a brilliant header into the goal!



If you can't get the ball off somebody, barge them out of the way!





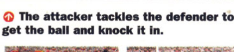
You can backflip the ball over your head with your heels!





If you've got the space and the time, you can show off by juggling the ball! Now volley it!





The attacker tackles the defender to get the ball and knock it in.





PERFECT STRIKE?

The UK version is due out in April or May with the name *International Superstar Soccer 64*. We've reviewed this Japanese version in the Mini Reviews section starting on page 80 this issue.

NEW GAMES

So many games, not enough pages! Here's the ones that just managed to squeeze in. Expect more major coverage in the coming issues. Pop quiz: see how many times you can spot the words Motion Capture! Just for fun.

MANX TT

FORMAT: SATURN
TYPE: MOTORBIKE RACING
BY: TANTALUS
PLAYERS: 1 OR 2 PLAYERS
DUE: APRIL

The one Saturn fans have been waiting for and Sega's biggie for Easter. The development has been shrouded in some major secrecy until only recently, and despite the persistent rumours *Manx TT* looks very promising indeed. Only now are the truths being revealed. The Australian coders Tantalus were aided in the later stages of the arcade conversion by none other than top personnel at Sega of Japan. Featuring both courses of the arcade original, plus some Saturn only extra modes as well. The game engine is very smooth. With the game running at 30 frames per second. Just the same as *Sega Rally* on the Saturn!! The only question still unanswered is to the lastability of the game. Hopefully the Saturn modes will address this problem. With better clipping and frame rate than the recently released *Daytona CCE*, *Saturn Manx TT* looks visually, very impressive indeed.





Hopefully Sega will include some options that aren't in the original arcade version.



You're going to need a powerful set of speakers to recreate the awesome arcade sound!

CITY OF LOST CHILDREN



FORMAT: PLAYSTATION, PC CD–ROM
TYPE: ADVENTURE
BY: PSYGNOSIS
PLAYERS: 1 PLAYER
DUE: APRIL

Based on the hit French movie of last year *The City of Lost Children* is a beautiful looking adventure game. You play Miette a young orphan who has to explore the huge city, and solve the mystery of where have all the children gone. The game design was helped with the full involvement of the film's award-winning creative team. Using motion captured characters, rendered backgrounds and high resolution graphics. You won't see a prettier looking game. Digitised sound and voices plus music from the original film, add greatly to the atmosphere. Could this be the best ever movie licensed game? We'll know soon.

DOOM 64

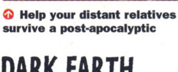
FORMAT: NINTENDO 64
TYPE: POSSIBLY A CORRIDOR SHOOTER
BY: WILLIAMS
PLAYERS: 1 PLAYER
DUE: MAY

While we were all going crazy over *Turok: Dinosaur Hunter* this month, we also got the chance to play a near-complete *Doom 64*. The graphics are particularly excellent, and run at a very high speed. Even when there are loads of monsters on screen at once. There are over 30 all-new levels, using the improved game engine. New boss creatures as well as redesigned original enemies, and even two new weapons above the amazing BFG! The analogue stick is used to control the character's movement, and the whole thing keeps the brilliant *Doom* atmosphere of the PC original. We're getting very excited about this, and will have a full playtest and feature next month! Can't wait!

The monsters, including the Cyberdemon here, have all been redesigned. The BFG at the top is quite different to previous games as well. Excellent!



Help your distant relatives survive a post-apocalyptic



DARK EARTH

FORMAT: PC CD–ROM
TYPE: ADVENTURE
BY: KALISTO ENTERTAINMENT
PLAYERS: 1PLAYER
DUE: APRIL

At the start of the third millennium, a gigantic comet passes the Earth, spitting out hundreds of deadly meteorites. The resulting cataclysm changes the Earth forever. Poison clouds drift through the air, and the cold can paralyse even the strongest. Worst are the creatures! The Stallites are fortified cities built by the survivors. These places of warmth are still blessed by the Sun God, where people try to learn the secrets of the strange devices left from the pre-cataclysm days. Did the comet really happen? Or did something else plunge the world into darkness? *Dark Earth* could be an excellent adventure.

MASS DESTRUCTION

FORMAT: SATURN
TYPE: SHOOT 'EM UP
BY: BOSS STUDIOS
PLAYERS: 1 PLAYER
DUE: SUMMER

Originally *Tank. Mass Destruction* looks like a cross between *Return Fire* and *Soviet Strike* and sees you taking charge of a variety of heavily armoured tanks. Don't know how many missions are to be included, however there are masses of different weapons on offer resulting in some amazingly huge explosions. The game is running at a very smooth 60 frames per second, with levels set around a variety of locations, including cities.



NOIR

FORMAT: PC CD–ROM
TYPE: ADVENTURE
BY: CODEMASTERS
PLAYERS: 1 PLAYER
DUE: APRIL

Set in the shadowy, rain–soaked streets of 1940s Los Angeles. This point and click adventure takes its inspiration from the Film Noir genre of cinema, immortalised in such films as The Big Sleep (old but brilliant). You play a private investigator. Trying to solve the mystery of the disappearance of Jack Slayton. The look of the game evokes the time period well. The graphics are created from vintage black and white photographs. Set around 18 famous areas in LA.





KICK OFF 97

FORMAT: PC CD–ROM
TYPE: FOOTBALL
BY: MAXIS/ANCO
PLAYERS: 1 PLAYER
DUE: SPRING

From Maxis those people that bring us all those games that start with SIM comes the latest in the *Kick Off* series. This time it's state-of-the-art 3D. Motion capture is the order of the day with Anco using Arsenal's services. Capturing the movements of David Seaman, Patrick Vieira and Ian Wright. Commentary is provided by Jim Rosenthal. With 76 international teams and 14 European leagues, consisting of over 250 clubs. Kick Off 97 could be very big indeed. A return to glory for Anco?



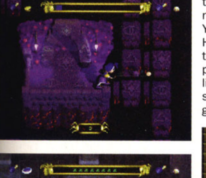

TORICO

FORMAT: SATURN
TYPE: ADVENTURE
BY: SEGA OF JAPAN
PLAYERS: 1 PLAYER
DUE: MARCH

An FMV adventure that sees you take on the role of Fred. Our mysterious her who awakes one morning to find a huge tattoo on his forehead! Not just an ordinary design, the tattoo is a symbol to show that Fred has visited the City of the Moons. A place where visitors are granted eternal life. Or so the legend would have you believe. The tattoo brings him to the attention of Lord Gordon. A powerful man who violently demands Fred tell him the location of the City of the Moons. No can do. For Fred has lost his memory. Four years ago in fact. It's up to you to pick up the pieces, and try and retrace Fred's past. To learn the secrets of the City of Moons, and to get Lord Gordon off your back.



What is this mysterious mark on the head of Fred (Fred!)?



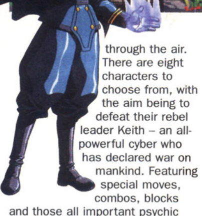
SWAGMAN

FORMAT – SATURN & PLAYSTATION
TYPE – ADVENTURE/PUZZLE RPG
BY – CORE
PLAYERS – 1 PLAYER
RELEASE – MARCH

Swagman, Prince of nightmares, and his army of Night Terrors have imprisoned the Dreamflight fairies, in order to begin an invasion of the Real World. Free the fairies, and defeat the Swagman or the people may never awaken from their nightmares. You control Zac and his twin sister Hannah who must roam Swagman's territories. The neat twist on gameplay has you simultaneously controlling the twins, who work together to solve the problems. Colourful cutesy graphics and *Zelda*-like gameplay.



Swagman features a simultaneous two-player mode.

PSYCHIC FORCE

FORMAT: PLAYSTATION
TYPE: FIGHTING
BY: ACCLAIM
PLAYERS: 1 OR 2 PLAYERS
DUE: APRIL

A conversion of the rare Taito coin-op. *Psychic Force* is a fighting game with ESP enhanced characters. These super-human powers are thought to be psycho-kinetic, clairvoyant and telepathic abilities. All this means a bizarre new fighting game set in cube like arenas where the fighters can fly and dash through the air. There are eight characters to choose from, with the aim being to defeat their rebel leader Keith – an all-powerful cyber who has declared war on mankind. Featuring special moves, combos, blocks and those all important psychic attacks. This could be well worth more than a quick play.

NIGHTMARE CREATURES

FORMAT: PLAYSTATION
TYPE: ADVENTURE/COMBAT
BY: KALISTO ENTERTAINMENT
PLAYERS: 1 PLAYER
DUE: APRIL

Legend tells that one night in 1834 a mysterious Brotherhood brought an army of monsters onto the streets to wreak havoc. In the history books no more mention is made of these creatures after one particularly foggy night. You're about to find out why. Playing as either Ignatius or Shirly your mission is to rid the streets of these creatures. It's one-on-one combat, with each new opponent more hideous than the last! The characters are realised with the aid of motion capture. With a large cast of monsters, as well as innocent folk who will aid you in your quest. The use of spells and magic can also be acquired. Go clean them streets of London!



London was secretly teaming with Nightmare Creatures in 1834. Allegedly. Kill em all!






INTERNATIONAL SUPERSTAR SOCCER PRO

FORMAT: PLAYSTATION
TYPE: FOOTBALL
BY: KONAMI
PLAYERS: 1–4 PLAYERS
DUE: SUMMER

International Superstar Soccer's debut on the PlayStation is soon to be accompanied by this flashier reworking of the series. Looking more like *Worldwide Soccer* on the Saturn, *ISS Pro* features international teams and players with recognisable faces, such as Seaman and Gascoigne. But not the real names! Replays can be viewed from any angle, you can also zoom in on the action for those more intricate plays. Realistic motion capture, with the transitions between running and dashing convincingly merged together. Both the players and the pitch are the real ratio – a minor point, but it makes the game much more realistic. Don't worry, the original *ISS* is still available for those who prefer a more tactical game.





MARS ATTACKS!

Aliens attack the Earth again in this hilarious new film.

Last summer audiences were wowed by the action packed Independence Day. It made an obscene amount of money, and more importantly renewed Hollywood's interest in Sci-Fi movies. While most people sat watching ID4, those in the know sat waiting for a similar film. One that would be even more outrageous. That film is Mars Attacks!

MARS ATTACKS - THE FILM

From acclaimed director Tim Burton – the man who brought us Batman, Edward Scissorhands and Ed Wood – comes Mars Attacks. It's the same old story of the Martians invading the Earth. Why? We don't know, but they sure do have fun blowing everything up! Heralding the message "We come in peace", the Martians soon turn very nasty, using their ray guns on anything that moves. All that is left is the smouldering skeletons of their victims. How can the people of Earth retaliate against such a menacing foe? All our armies and weapons are useless. In the end it might take something very strange, for a chance to defeat them.

Mars Attacks features an all-star cast. Jack Nicholson plays the President of the United States and Glenn Close the first lady. Pierce Brosnan is scientist Donald Kessler the leading expert on all things Martian. Also featured are Rod Steiger, Anette Bening, Danny DeVito, Martin Short, Sarah Jessica Parker, Michael J. Fox and best of all Tom Jones who plays... himself! Of course the real stars are the Martians themselves, which are some of the best CGI effects we've ever seen. Rather than go for realism the Martians move jerkily, with the film makers trying to evoke a bygone era of special effects – their main inspiration being the skeleton fight from the classic Jason and the Argonauts. Also used as inspiration are classic 50's Sci-Fi movies like Invaders from Mars, This Island Earth and The Day the Earth Stood Still.

As you've probably gathered Mars Attacks plays the alien invasion for laughs. Its quirky designs and kitsch colours evoke the look of comic books and 50's movies. The excellent cast, amazing effects, and hilarious script makes this a must see movie. Guaranteed to raise a smile. Now where can we get some of those ray guns?



TOPPS CARDS

The original Mars Attacks trading cards first appeared in 1962. Soon after they were withdrawn for moral reasons. In the intervening years the cards achieved a cult status, and are still available due to the demand for reprints. If you're a fan of the cards, rest assured that – what's that smell – the burning cattle have made it into the film!

EXCELLENT WEB SITE

Well worth checking out is the official Mars Attacks web site. The address is www.marsattacks.com. Here you can see interviews with the production crew and principal cast; view Tim Burton's original sketches; access audio samples, and download wallpaper and screen-savers. The only place you will find a burning-cow tipping screen-saver we guarantee!

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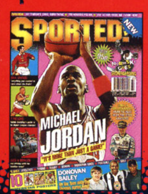
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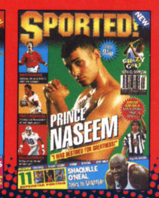


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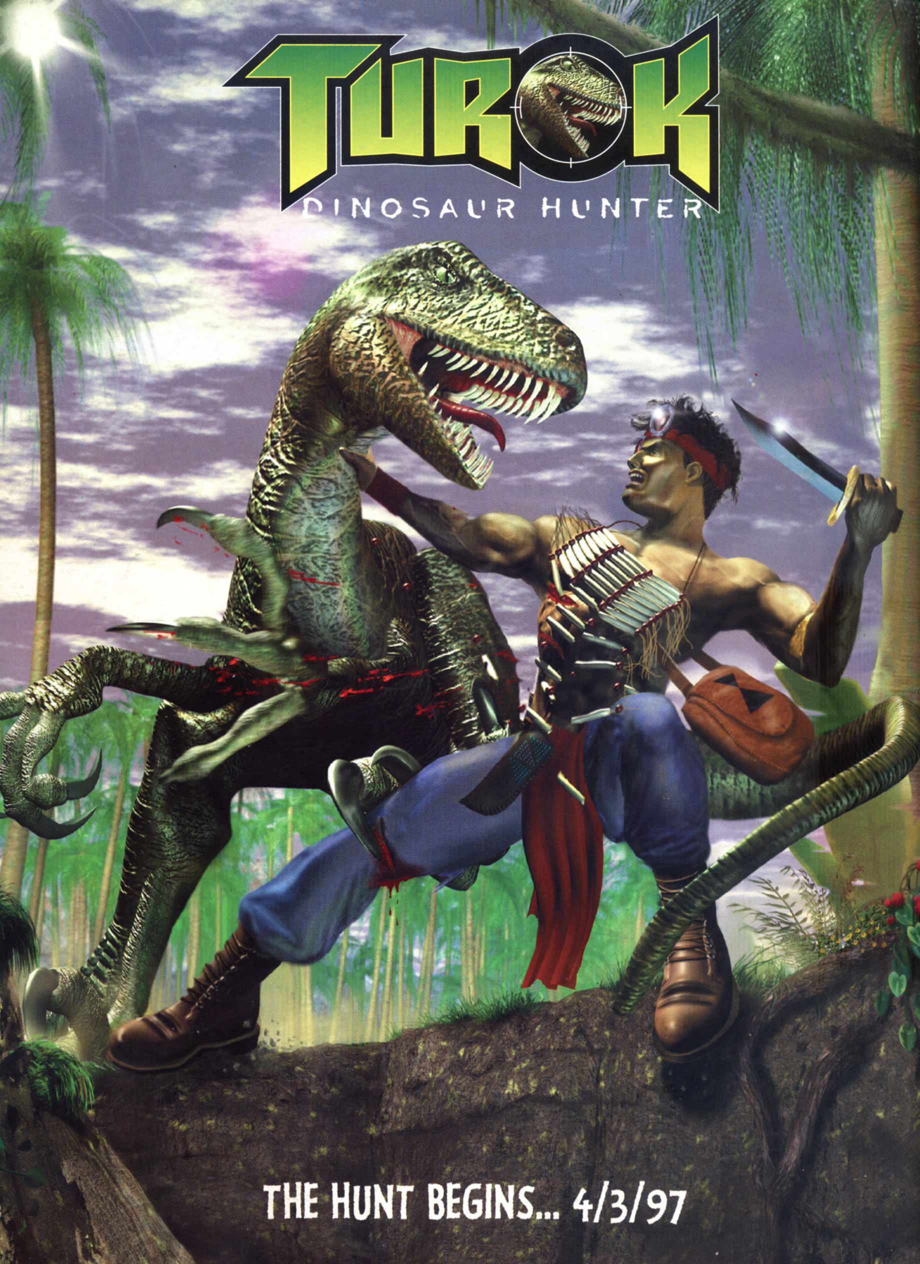
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COPY OF THIS INCREDIBLE GAME TURN TO PAGE 70!


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THE HUNT BEGINS... 4/3/97

The Computer and Video Games FREE Pull-out Guide

computer and video games

March 1997

FREEPLAY

Issue 11

NAMCO TO RELEASE 'TOY STORY' BEATING MOVIE!

With their success in the videogame market firmly established, Namco have just announced they are now aiming their sights further – at creating computer-generated big-screen movies that will blow away Disney's own Toy Story!

Their first step into this new area of entertainment involves the launch of their own film production company specifically designed to create full CG movies. The move is a joint venture with three other partners, including a Tokyo-based CD software developer, Polygon Pictures. However Namco and one of these partner companies will invest 45% into the project respectively. Total investment in the project is calculated at between six to seven billion yen (around £45,000,000)! Aside from making movies, Namco are also going to use the company to develop training programs for CG technologists.

Namco intend on releasing their first CG film in the US before the year 2000. Exactly what kind of movie this will be, has yet to be revealed. Obviously Namco have a lot of video game characters and licenses that would prove popular and lucrative if turned into a movie. The most notable names being *Tekken*, *Soul Edge*, *Time Crisis*, *Galaxians* or even *Pacman*! In fact, the CG intros to many of these games are already highly cinematic.

All that Namco have so far revealed, is that the film will be in the 'entertainment genre', similar to that of Toy Story – the first full CG film ever made. A new scenario is being written for the film and there are 170 people involved in its production. US experts in CG technology, Digital Studios, are also said to be involved in the project. Its completion is set currently scheduled for Decemeber 1999, although they hope to push the date forward to 1998. The president of Namco Ltd, Masaya Nakamura, said "We hope to produce a film superior to Toy Story."

So there you have it. Perhaps top PlayStation games could end up as full-length CG movies. Or perhaps the experience gained in these films could filter down to produce more dazzling arcade or home videogame experiences. Maybe even, the female star of *Rage Racer*, Reiko Nagase, could become a virtual film star. Who knows!

RED-HOT FACT/RUMOUR MLL!

It's rumoured that only 2000 Nintendo 64s will be shipped to the UK for release (*Doom 64* has already been delayed on the strength of this rumour). *Quake* could be an N64 exclusive, not Saturn! Big UK price reduction on PlayStation coming to counter N64 launch – Saturn to follow? *Tekken 3* on N64 as well as PlayStation?

SEGA *SUPERCAR* STORMS ARCADE SHOW!

As we went to press, the London ATEI arcade show was held at Earl's Court. We thought we'd give you a quick rundown of what was hot there, before giving you more in-depth coverage next month!

By far the most impressive and popular game at the show was Sega's *Supercar Scud Race*. Coming from AM2, we were expecting a true sequel to *Daytona USA*. Well, that's exactly what it is! The handling is very similar to *Daytona*'s, but the Model 3 graphics really are something else! There are four tracks, each one showcasing a game that looks like an incredible CG demo! The first course, for example, takes you through an see-through underwater tunnel! As you'd expect, there are four views, and the in-car one has a different dashboard for each vehicle (there's a Porsche 91-GT2, Dodge Viper, Ferrari F40 and Maclaren F1). The driver's hands even reach down for the gear stick! Cars get crumpled too, just like *Daytona*. One other point to mention, is the impressive motorized cockpit which provides far more motion than the old *Daytona* cabinets.

The other major game of the show, *Tekken 3*, although extremely popular, didn't prove quite so impressive. Despite its enhanced graphics (including 3D backdrops and advanced motion-capture), most people's opinons were that it looked like *Tekken 2*. It's still a big title though, due to the fact that its hardware is hotly tipped to be the upgrade for PlayStation.

Sega's *Super Ski G* was there, looking similar to Namco's *Alpine Racer*. Konami's *GTI Club* – racing Mini's, Renaults and other GTI's around cities – also proved popular. *Street Fighter EX* – the 3D version of Capcom's series – was also on show. Its 2D gameplay is very similarly to *Street Fighter 2*'s, but the graphics are very impressive. The PlayStation version is going to be hot stuff!

READERS MOST WANTED CHART

Finally N64 is about to arrive in the UK, and suddenly your interest wanes. Well, it is in second place this month!

1	TEKKEN 3	ARCADE
2	NINTENDO 64	UK
3	X-MEN VS STREET FIGHTER	SATURN
4	MARIOKART 64	NINTENDO 64
5	STREET FIGHTER 3	ARCADE
6	TIME CRISIS	PLAYSTATION
7	FINAL FANTASY 7	PLAYSTATION
8	MARVEL SUPER HEROES	NINTENDO 64
9	RESIDENT EVIL 2	PLAYSTATION
10	ANALOGUE PAD	PLAYSTATION

A few of your other notable Most Wanteds include *Tomb Raider 2*, another game by Sonic Team (yaah!), *Manx TT* on Saturn (see New Games!), *Parappa The Rapper* (good choice), *Mortal Kombat 4*, *Mortal Kombat 5*, *Tekken VS Soul Edge* (shyeah, right), *Soul Edge 3* (what about 2?), Intel to go bust (for releasing a Pentium and then halving its price in five months), *Worms 2* on N64 (grief, no), and console Netlinks too. Keep sendin' them in with your mail, or we'll throw it in the bin.

Contents





OFFICIAL CHART ROUND-UP

UK MULTI-FORMAT SALES TOP 20

THIS	LAST	TITLE	FORMAT	PUBLISHER
1	**1**	**DIE HARD TRILOGY**	**PLAYSTATION**	**E.A.**
2	3	TOMB RAIDER	PLAYSTATION	EIDOS
3	4	C&C: RED ALERT	PC CD–ROM	VIRGIN
4	2	FIFA 97	PLAYSTATION	E.A.
5	10	TOMB RAIDER	PC CD–ROM	EIDOS
6	8	COMMAND & CONQUER	PLAYSTATION	VIRGIN
7	7	TEKKEN 2	PLAYSTATION	NAMCO
8	9	CRASH BANDICOOT	PLAYSTATION	SONY
9	15	CHAMP MAN 2: DOUBLE PACK	PC CD–ROM	EIDOS
10	6	FORMULA 1	PLAYSTATION	PSYGNOSIS
11	5	FIFA 97	PC CD–ROM	E.A.
12	12	BROKEN SWORD	PLAYSTATION	SONY
13	13	PRIVATEER 2: THE DARKENING	PC CD–ROM	E.A.
14	18	DUKE 3D: PLUTONIUM PACK	PC CD–ROM	GT
15	11	SOVIET STRIKE	PLAYSTATION	E.A.
16	RE	SECRET OF MONKEY ISLAND 1&2	PC CD–ROM	VIRGIN
17	RE	THEME PARK CLASSICS	PC CD–ROM	E.A.
18	RE	DARK FORCES: WHITE LABEL	PC CD–ROM	VIRGIN
19	NE	PANDEMONIUM	PLAYSTATION	BMG
20	16	VIRTUA COP 2	SATURN	SEGA

JAPANESE MULTI-FORMAT SALES TOP 10

1	ENEMY ZERO	SATURN
2	MARIO KART 64	NINTENDO 64
3	DRAGONQUEST 3	SUPER FAMICOM
4	FORMULA 1	PLAYSTATION
5	CLOCK TOWER 2	PLAYSTATION
6	RAGE RACER	PLAYSTATION
7	TOULU LOVE STORY	PLAYSTATION
8	D KONG COUNTRY 3	SUPER FAMICOM
9	TACTICS OGRE	SATURN
10	CRASH BANDICOOT	PLAYSTATION

AMERICAN MULTI-FORMAT SALES TOP 10

1	NBA LIVE 97	PLAYSTATION
2	KILLER INSTINCT GOLD	NINTENDO 64
3	SUPER MARIO 64	NINTENDO 64
4	TOMB RAIDER	PLAYSTATION
5	PILOTWINGS 64	NINTENDO 64
6	MORTAL KOMBAT TRILOGY	NINTENDO 64
7	GRETZKY 3D HOCKEY	NINTENDO 64
8	WAVE RACE 64	NINTENDO 64
9	STAR WARS: DARK FORCES	PLAYSTATION
10	TWISTED METAL 2	PLAYSTATION

CVG TEAM'S MOST PLAYED GAMES OF THE MONTH

1.	**FIGHTERS MEGAMIX**	**SATURN**
2.	MARIO KART 64	NINTENDO 64
3.	PARAPPA THE RAPPA	PLAYSTATION
4.	RAGE RACER	PLAYSTATION
5.	QUAKEWORLD	PC CD-ROM



COMPUTER & VIDEO GAMES MOST RECOMMENDED!

These aren't the official charts, alright. They're the games CVG recommends across all formats. You don't have to take our word for it, but if you buy these you'll be happy.

SATURN UK TOP 5

1 VIRTUAL ON	**SEGA**
2 VIRTUA COP 2	SEGA
3 DIE HARD TRILOGY	E.A.
4 COMMAND & CONQUER	VIRGIN
5 DIE HARD ARCADE	SEGA

SATURN IMPORT TOP 5

1 FIGHTERS MEGAMIX	**SEGA**
2 ENEMY ZERO	WARP
3 SHINING THE HOLY ARK	SEGA
4 KING OF FIGHTERS 96	SNK
5 DIGITAL DANCE MIX	SEGA

PLAYSTATION UK TOP 5

1 LEGACY OF KAIN	**BMG**
2 MUSEUM 3	NAMCO
3 SMASH COURT	NAMCO
4 COMMAND & CONQUER	VIRGIN
5 WIPEOUT 2097	PSYGNOSIS

PLAYSTATION IMPORT TOP 5

1 RAGE RACER	**NAMCO**
2 PARAPPA THE RAPPER	SONY
3 JET MOTO	SONY
4 SOUL EDGE	NAMCO
5 NAMCO MUSEUM VOL.4	NAMCO

PC TOP 5

1 C&C RED ALERT	**VIRGIN**
2 QUAKE	GT
3 SIMPSONS CS	E.A.
4 CIVILIZATION 2: SCENARIOS	MICROPROSE
5 SLAM TILT	21st CENTURY

NINTENDO 64 TOP 3

1 MARIO KART 64	**NINTENDO**
2 SHADOWS OF THE EMPIRE	LUCASARTS
3 J – LEAGUE SOCCER	KONAMI
4 MARIO 64	NINTENDO
5 PILOTWINGS	NINTENDO

MEGA DRIVE TOP 3

1 SONIC 3D	**SEGA**
2 TOY STORY	SEGA
3 ULTIMATE MK3	WILLIAMS

SUPER NES TOP 3

1 SUPER MARIO KART	**THE**
2 DK COUNTRY 3	THE
3 TERRANIGMA	THE

ARCADE TOP 5

1 VIRTUA FIGHTER 3	**SEGA**
2 GTI CLUB RALLY	KONAMI
3 ALPINE RACER 2	NAMCO
4 SAMURAI SHOWDOWN 4	SNK
5 TOKYO WARS	NAMCO

✸ TOP 10 RUBBISH PRESENTS ✸

1	WILLY GROWING BEANS
2	DEODORANT STICK
3	GLENSHIRE WHISKY
4	CHOCOLATE DRAFTS
5	INITIALLED HANDKERCHIEFS
6	NON-ALCOHOLIC BEER
7	CARTON OF MILK THAT SAYS MOO
8	STARGATE ON VIDEO
9	MEDDLE BY PINK FLOYD
10	OLD SPICE AFTERSHAVE

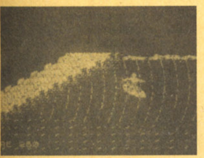
Dave Kelsall's Retro Computer Cabin

Radioactive blobs, hairy banana scoffing gorillas and a crazy factory making mini Star Wars characters. All are exclusively revealed about 10 years too late in this month's retro lookback!

I'm a massive fan of sci-fi and monster movies, though they've been a little thin on the ground recently. Fortunately this year promises a bumper crop including the rereleased Star Wars and the excellently cheesy Mars Attacks (keep an eye out for the toys because they look really cool). This prompted me to a quick root of my old games collection for *MOVIE MONSTER* by Epyx on the C64, where in a similar theme to Bally/Midways *RAMPAGE* you get to step into the skin of six monsters wrecking havoc in various world-famous cities. Monsters on offer include Godzilla, the famous fire breathing reptile; Sphectra the giant wasp; The Glog, a radioactive blob; Tarantus, a huge mutant arachnid; the huge stomping Mr. Meringue and a giant renegade robot called Mechatron. Once you've chosen your favourite monster (each with different strengths and capabilities) it's time to choose the action – Destroy Landmark, Escape, Beserk, Lunch and Search. Each action has a different objective, I'm a particular fan of Beserk which quite simply involves destroying as many civilians and city buildings as possible, or the more specific Destroy Landmark that requires your monster to smash up a particularly famous part of that city. Once all this guff has been selected it's onto a packed cinema screen where the action begins! Now its up to you to guide your monster through its mission, keeping an eye out for its endurance (diminished by tanks etc) and using its unique capabilities to succeed and leave the city boundaries where upon the credits role to tell you how you got on. Everything about this game is classic Epyx and is let down purely by the short lived nature of the scenarios and the rather slow pace of the game. That said its great fun for a quick bash and a smart game to add to your collection, though it's one of the more tricky titles to get hold of, due to the fact it never sold that well.

MOVIE MONSTER by Epyx.

SURFCHAMP by New Concepts is by no means a 'classic' Spectrum title but is exactly the sort of game that I love to collect. Why? Because it came with a cool (though at the time I believe everyone thought it was crap) little plastic surfboard which fits over the rubber keyboard of your speccy and pivots over a little fulcrum fitted on the G key. I guess this kinds of ranks up there with the Nick Berry single on the side B of Microgens *EVERYONE'S A WALLY* or maybe the free plastic shurikens in *LAST NINJA* by System 3. The actual game itself is pretty average but requires the player to possess some knowledge of surfing. Luckily they've provided a tutorial program on the other side of the tape that describes the various moves that score points in the actual game, as well as a glossary of surfing slang er... dudes and a quick history of the sport. It's then up to your plastic surfboard overlay skills as you make contact with the keys underneath to assemble a routine of cunning stunts and tricks with your little on-screen surfer. So there you have it, a pretty difficult game to get into unless you study the instructions carefully and probably only worth getting for the excellent novelty value. As with all 'collecting' hobbies, it's the unusual and unique that didn't sell that well in the first place that become the most popular.



***SURFCHAMP* on the Speccy.**

Way back in 1989 Lucasfilm Games (as they were known then) produced a game called *NIGHT SHIFT* based around an invention for making miniature plastic toys by Glenn T. Bingham from Industrial Might and Logic called the B.E.A.S.T. or 'Bingham's Environmentally Active Solution for Toys'. Using B.E.A.S.T. you have just been hired to run the night shift in the toy factory producing baby Darth Vaders, C1.5PO's, Indiana Jones', Zak McKrackens, Trooper Toddlers and various other LucasFilm characters including Baby Grep from the *EIDOLON* (a game I raved about a few issues ago). Problem is, the machine keeps breaking down. As if that's not enough, you're constantly pestered by nasty lawyers, annoying Lemmings an a cruel boss that keeps raising your quota. Things start off pretty easy – just a couple of wires to plug in to make your full quota of Trooper Toddlers – but things soon start hotting up! Conveyor belts start travelling in the wrong direction, dumping little heads into the trash, which means the poor little chaps come out with two bodies and no heads! Fixing that mess means that you're going to lose power (made by pedding a bicycle hooked up to the generator). Things suddenly go haywire – tighten a screw here, adjust the heat there, check the dolls are painted the right colour etc – as well as having to lay traps and hoovering up the little lemmings that start jamming the moving parts. Luckily the bosses have supplied helium balloons for getting to the machinery in a hurry and umbrellas for floating safely back down. *NIGHTSHIFT* is great fun, especially because it contains all those Lucasfilm characters that we know and love. And the packaging is excellent, containing a copy of 'Toy Executive' spotlighting the career of IML, and there's a really well thought-out and entertaining employee handbook. I managed to track down the PC version, but if memory serves me well it was available for the most 8-bit systems and the Amiga.



Look its got Star Wars characters in it... BUY IT NOW for extortionate prices!

Hairy Gorillas chased by warriors, hordes of persistent pigs close on your tail and you've just been turned into a paint roller! It could only be the excellent arcade game *AMIDAR*. It's a game of screen-filling! A network of staggered rectangles provide the lines for your gorilla to travel on and each time you paint around a square it fills in, adding to your score. In the two screens of *AMIDAR*, the chasing warriors and cuddly toys are more predictable than most arcade enemies – one goes around the outside of the rectangle-filled screen (the tracker) and the other four (the amidars) turn each time they get to a corner, though in the paint roller level you can only get points for squares connected to one-another. Once a screen is filled up, you earn a bonus screen, consisting of a rough maze connecting a female amidar at the top of the screen to a bunch of bananas at the bottom. Just work out which route leads you to the bananas to earn a big bonus. The only official home conversion that I can remember was by Parker Bros for the Atari 2600 but Micropower came up with an excellent rip-off called CRAZY PAINTER for the BBC B.

WIN! A COPY OF SEGA AGES!

Who'd have thought that the three most advanced and successful SEGA coin-ops of the mid eighties would one day end up as arcade-perfect conversions on one awesome home console CD. Well, to all retro fans delight – they have! And they're flinkin **AWESOME!** And you can win one of the three copies I've got tucked under by desk by answering this question.



Q: In which SEGA driving game did Sonic swing from the windscreen mirror?

Mark your entries "GOBLIN'S SEGA AGES COMPO" and send to the usual address.

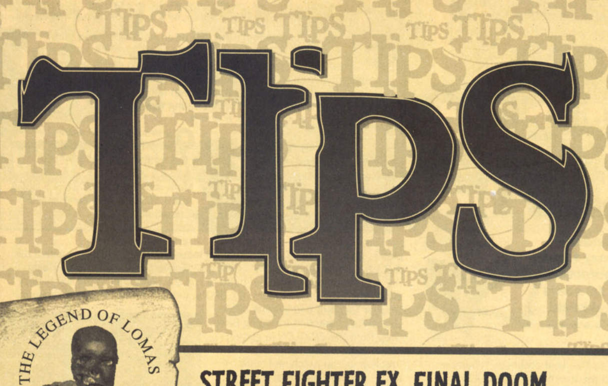
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THE GOBLIN NEEDS YOU: I'M INTERESTED IN TRACKING DOWN OLD BOOKS, LEAFLETS OR PHOTOS OF OLD ARCADE, VIDEO OR COMPUTER GAMES TO HELP FILL OUT MY COLLECTION, ESPECIALLY ANY GAMES THAT ARE CONNECTED WITH STAR WARS. TOP PRICES PAID BY THE WAY. SEND ANY LISTS TO DAVE KELSALL AT THE ADDRESS AT THE FRONT OF THE MAG OR GIVE ME A RING.



THE LEGEND OF LOMAS

After a festive period of non-stop games, I returned to CVG and worked myself to death. This means that from now on I must dictate tips to Jaime through his psychic nodule. Therefore there may be lots of spelling mistakes. Please send CVG more tips as a mark of respect.

Send your tips, cheats and players guides to:
TIPS SECTION,
CVG MAGAZINE,
PRIORY COURT,
30-32 FARRINGDON LANE,
LONDON, EC1R 3AU.

ARCADE

RED EARTH

Thanks to the lovely **Daniel "Manual" Boutros**, we've got passwords which you can enter in the arcade to power-up your character to Level 32 – the highest possible!

Mai-Ling	**1441644354**
Kenji	**1664232634**
Tessa	**4163454164**
Leo	Er, you'll have to wait until next month for him.

STREET FIGHTER EX

The surprisingly excellent new *SF* game has Akuma hidden in it, just as we expected. To fight against him, get through to the end of the game without losing a single round, and Akuma will challenge you!
Also, on top of his standard moves, Skullomania can do an Akuma-style "firecracker" move. Simply press **LP, LP, Forward, LK, HP** very quickly!

PLAYSTATION

TOMB RAIDER

To get a level select for this most popular of games, go to the inventory screen and press **L2, R2, T, L1, L1, C, R2, L2.** If it's worked, Lara will make a sighing noise and you'll be able to pick your level!

There's also a cheat to give you all the weapons, each will full ammo. If you've got the official UK version of the game, go to the inventory screen and press **L1, T, L2, R2, R2, L2, C, L1.** You'll hear Lara sigh if it's worked.

If you've got the American NTSC version, however, you need to go to the inventory screen and press **L1, T, R2, L2, L2, R2, C, L1.**

IRON AND BLOOD

To access the hidden character, "Danthos, Dominion of Chaos", follow these slightly fiddly instructions from Andrew Smith, Merseyside. Go to the character select screen and hold **L1+L2+R1+R2**, then hold the **Down-Right** diagonal and the **S+X** buttons. Now, while still holding the top four buttons, keep moving your left thumb from the **Down-Right** diagonal to the **Up-Left** one and back again. At the same time, you should move your right thumb from **S+X** to **T+C** and back again repeatedly. If you do this for about four or five seconds, a new, clear character circle will appear in the top-left corner of the screen, meaning that you can pick Danthos, Dominion of Chaos!

FINAL DOOM

All weapons and ammo
Pause and press **X, T, L1, Up, Down, R2, Left, Left**

Full Automap
Pause and press **T, T, L2, R2, L2, R2, R1, S.**

Full Automap with Items
Pause and press **T, T, L2, R2, L2, R2, R1, C.**

God Mode
Pause and press **Down, L2, S, R1, Right, L1, Left, C.**

Level Skip
Pause and press **Right, Left, R2, R1, T, L1, C, X.**

X-Ray Vision
Pause and press **L1, R2, L2, R1, Right, Triangle, X, Right.**

MORTAL KOMBAT TRILOGY

Here's a secret character you probably haven't seen before. Start a one-player game and choose to fight on the hardest Champion battle plan. Fight your way through until you're just before an Endurance fight, then hold **L1+L2+R1+R2+Up+Select.** You should now get to fight against **"Absolute Zero"** – a white version of Sub-Zero who freezes anyone who touches him! This means that you need to be playing as a character with projectile attacks to beat him! Thanks very much to **Danny Butler from Welling** for that!

CRASH BANDICOOT

Dale Lowe from Bury has found a way of getting a level select for *Crash.* All you need to do is go to the map screen, and press **Up and the top four buttons (L1+L2+R1+R2)** at the same time. Then repeat it, but pressing the **Down-Left** diagonal instead of Up.

BLAST CHAMBER

To get infinite lives, go to the main menu screen and press **S, Left, S, Right, C, Down, C, Up.** You'll now have as many lives as you can stand in one-player mode.

COMMAND & CONQUER

Brian Corry from Essex has not only sent in a collection of passwords for *C&C*, but he's also discovered a secret code which lets you skip straight to the *Covert Operations* missions.

To play the *Covert Ops* stages, try this code: **"COVERT OPS"**. That must have taken you ages to find, Brian.

GDI Passwords
UI2ZN8H2D
NFJ032D9E
GBGZQOOMI
OXL3NYNNO
0LXRH5ZUS
OX3CS3D4G
ESJ17LYM6
3N5PYJ3PT
UI95NFY2C
036G5K0IX
879QN3GB1
ME1GVGISN
ET7FWNGVL
GTJ2PV460

NOD Passwords
KDTPX9W9E
QG50R90TS
KVSCPZOEB
W1SDASRS8
GCSXVRD45
GTJKWOJDK
3N09ZZIZ8
WJPHA8HL3

Special Ops
KVKLCJ39T

RESIDENT EVIL

David Palmer has found a way of making the game easier than usual from the start. Start the game and choose Jill, and go to the dining room as usual. When you get in, turn around and walk out, and Wesker will tell you to investigate any gunshots. When you get back into the dining room, turn around and try to go back out. Barry will complain. No go up to him and hear what he says about the blood, then go back to the grandfather clock. A zombie should come through the door and Barry will kill it. Now continue the game and it should be easier than usual.

SNES

DONKEY KONG COUNTRY 3

To get to the lost world in *DKC3*, go

to the map screen and get in the hovercraft. Now find the 4 rocks in the water and circle them a few times clockwise, making sure you don't hit anything on the way round. If you do it properly, a giant volcano should come out of the sea! Thanks to *Edward Coates from Essex* for sending that tip in.

SATURN

TOMB RAIDER

To activate the level skip cheat, go to the inventory screen during the game and highlight the passport. Open the passport, go to the last page and press **Z, Y, Z, Y, X, X, X, Start.** Now go back to the game and you'll skip to the level complete screen.

STREET FIGHTER ALPHA 2

Tom O'Rourke from Cheshire has some tips to access hidden battles in *SFA2*. When playing as Super Akuma, get a double Custom Combo finish on anyone and Ryu will challenge you for the next fight. And, when playing as en, if you get a double Perfect on M.Bison, Super Akuma will challenge you instead of you moving on to fight Ryu! Radical!

STREET FIGHTER ALPHA

Ade from East Ham in London has written in to point out a strange happening in *SFA*. Once you've accessed Dan, select CPU Vs CPU and go to the versus mode. Now select Dan vs Dan and watch the fight. Both Dans should copy each other completely, and the fight will often finish in a Double KO! Weird!

MADDEN NFL 97

To watch all of the FMV sequences from the game, hold the **R Shift** button while you're starting the game up. You should skip to a special video player which lets you choose which sequence to watch.

To access the secret teams, start a game and enter Tiburon as a user/player name. It's that easy.

NINTENDO 64

MORTAL KOMBAT TRILOGY

To play as Motaro, fight as anyone until you get a fight in either the Desert or the Wastelands. Before the fight starts, hold **Back+LK+HK** to morph into Motaro.

To play as Shao Kahn, fight as any character until you get to the Rooftop, Pit 3 or Kahn's Kave. Before the fight starts, hold **Down+HP+LP** to morph into Shao Kahn.

For infinite credits, wait until the first intro screen appears and press **Down, Down, Up, Up, Right, Right, Left, Left.**

To get the two hidden options menus up, wait until the first intro screen appears and press **C-Left, C-Up, C-Right, C-Down, L, R, R, R, L, L.** You'll hear a noise and the options will be available, including cheats to play as the secret characters.

To access a hidden game of *Galaga*, you "simply" need to play **100 2-player fights** in a row

To play a hidden game of *Pong*, just play **50 2-player fights** in a row.

To play a hidden game of *Space Invaders*, when fighting on the Pit stages watch for shadows going past the moon. If you press the Z-Trigger as one is over the moon, you'll go to the game.

To fight against Khameleon, hit **Down and Start** when the Toasty guy pops up on the new Star Bridge stage.

For an extra-hard 1-player mode, highlight Kano on the select screen and press **Down+Start.** You'll hear a noise to let you know it's worked. Now start a game and choose the Champion battle plan to have extra-tough enemies and loads of endurance fights.

For a background select, just highlight Sonya and press **Up+Start**, like for the PlayStation version.

MEGA DRIVE

SONIC 3D: FLICKIES ISLAND

Your bonus for completing the game with all seven Chaos Emeralds, as well as a slightly different ending, is a level select option. Once you've finished the game, go back to the title screen and start the game as usual to bring up the level select. Thanks to **James Adams** for that.

If you really want to cheat your way to a level select with no skill, go to the title screen with "Press Start" and press the buttons as follows: **B, A, Right, A, C, Up, Down, A** (it spells **BARACUDA**, by the way). Then, when you get a choice of Start, Configuration, etc, go to Start and you'll be able to choose any level or bonus stage. **Roger Bilton from Norwich** was first to send it in.



WE'RE STUCK!

Dear CVG,
I am stuck could you please please please tell me the following tips for the Mega Drive.
1. Play as Reptile or Goro in *MK1*.
2. Play as Classic Smoke in *UMK3*.
3. Cheat Menu for Power Rangers.
4. Sub-Zero's and Scorpion's hidden fatalities in *MK1*.
Thanks from
Neil MacDonell, Essex.

CVG:
1. You can't.
2. Choose regular Smoke, then hold Backwards and all of the attack buttons until the fight starts. You'll turn into Ninja Smoke at the start of the first round.
3. No.
4. They don't have hidden fatalities. Sorry about that.

Dear CVG,
On *Street Fighter Alpha 2* I know there's a cheat to play as Evil Ryu and Original Zangief and Original Dhalsim. How does it work. And how do you get the custom combo cheat. All those cheats for the PlayStation.
Please help me.
From Rudiridh Galbraith, Age 8.

CVG: Unfortunately, these cheats are only in the arcade and Saturn versions of the game, not PlayStation.

Dear CVG,
I'm stuck on *Tomb Raider* (PS), I can't get past St. Francis Folly. I can kill the apes, flick the switches and shoot the man in the main hall, but he always runs away and vanishes. Also, all the jumps seem impossible.
Please help!!!
Thank you very much indeed,
Owen Parry, Gloucester.

CVG: Take a look at our Tomb Raider tips this issue, and you'll see that you can't kill the man yet. As for the jumps, they aren't impossible – go back to the gym and do a bit more practice to get your timing absolutely perfect.

Please Help!
1. On *Tomb Raider* I'm up to the Coliseum level but I haven't got a shotgun, please tell me where I can get one.
2. Oh yeah, on that bit on the said level where there's two crocodiles scuttling around, what do I do? Is it something to do with getting to the other side?
3. On *Athlete Kings* how do you get the secret character? I've tried your method (get over 8000pts and hold X) but it doesn't work. Please tell me.
Thank you for your time, space and use of energy.
Tom O'Rourke, Cheshire.

CVG: 1. This question is answered in our guide. In case you can't be bothered to read that: the shotgun is by the skeleton near the cog machine in the lost valley stage.
2. You can shoot the crocodiles, and then swim through the narrow canal into another room. Only a series of perfect jumps will get you to the medical bag and shells!
3. For some reason, the secret character was removed from the UK version of the game. It only works on a Japanese copy. Sorry everyone.

Dear CVG Team,
I am really, really stuck on *Broken Sword* for the PlayStation. In the Ireland stage I can't find the pumps in the pub cellar and I can't get past the goat at the old castle. Please help as I really enjoy the game and wish to get further.
Yours sincerely,
Paul R, Ireland.

CVG: There are no pumps in the cellar. It's a red herring, unfortunately. You should still find the package hidden down there though.
You need to tangle the rope around the goat and onto the farmyard machinery. Do this just after the goat knocks George over. Then quickly move the machinery to snare the goat.

Dear C+VG,
I'm very stuck on *Tomb Raider* for the Saturn. On Level 3 I can get the cog machine to work, but I don't know what to do or where to go next. Please, please, please can you help!
David Cooper, Sheffield.

CVG: The cog machine opens the gate, which redirects the flow of the water. We're assuming you've found the three cogs (If not look in the guide). You can swim through the new channel into a secret room. All you need to do to finish the level is walk through the main waterfall which, incidentally, should now have stopped!

Dear CVG,
I just can't get past the boss on Episode 4 of *Panzer Dragoon*, but I keep running out of credits. Have you got any cheats for me.
Cheers lads!
Ben Angel, Frome.

CVG: Rather than give you cheats which will ruin an excellent game for you, here's some advice on beating the boss. The most important thing to remember is not to use the locking gun, as it does no damage to this boss. When he uses the spinning attack, just avoid it rather than attacking, then keep shooting with your laser all the rest of the time. Eventually the bosses wings will come off and it'll move a laser beam around the screen which you should avoid. After this attack, shoot the boss repeatedly and you shouldn't have too many problems finishing him off. Good luck!



TOMB RAIDER

PLAYER'S GUIDE

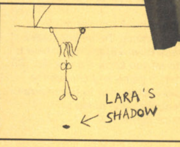
It's been available for quite a while already. We're sure a lot of you have already finished it. Yet judging by the amount of calls we get at the offices, even more of you are experiencing difficulties. Not wanting to spoil the thrills this great game offers, we're not going to print a complete solution. Instead here are some pointers to improve your performance, as well as answers to your most frequently asked questions.

TECHNIQUES

The following are common-sense pointers. Which you've probably adopted into your own playing. Just in case you haven't, or you want a little revision, here are some tips.







SHOOTING

When you encounter animals, it is a good idea to head for higher ground, such as a pillar or rock. The animals cannot reach you from these points. Yet you can still reach them.

It is possible to shoot animals above and below you, even when Lara has trouble targeting them. Use the look button to shift your viewpoint and Lara should now get a lock-on. You can also use this technique to shoot animals in water, such as the crocodiles and rats.

FALLING

Lara will be injured if she falls too far. A good way to tell if she is at a dangerous height is to lower Lara over the edge. While Lara is dangling, if you can still see her shadow she will be alright if she falls. If the shadow is very small she may lose a little health.

SAVE POINTS

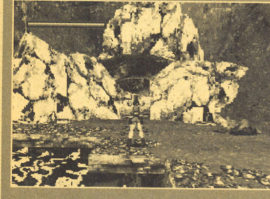
In later levels the save points are deviously placed (unless you're playing the PC version). Because of this, it's not always wise to save your position as soon as you see a save point. To see what we mean experience 'St. Francis' Folly' – don't you just wish you hadn't used all the saves before you got to the bottom!

THE LOST VALLEY

Far and away the leader of the FAQs is "How do I find the three cogs?" We assume these callers still haven't found the Lost Valley, so here is how.

With the waterfall behind you, walk towards the cave where the wolves are hiding.

After disposing of the wolves walk through the cave. With the entrance to the cave directly behind you, walk forward until you are stopped by the large white rock face. Look upwards and you will notice that the rock face has a flat surface. Jump and lift yourself up. There are several more rocks to climb. When you reach the top, walk past the skeleton to enter the Lost Valley.

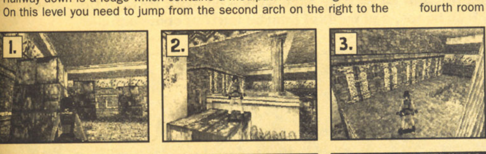






PALACE OF MIDAS

Ah yes, finding those lead bars and turning them into gold. In the main arena your first task is to get access to the main building. **1/**To do this you will need to perform a series of jumps across the scattered pillars in the room. **2/**Finally jumping across to the upper level of the building. **3&4/**The five switches correspond to the code that appears above each doorway in the arena. By inputting the code via the switches the doors are unlocked. Three of these rooms contain the lead bars, which are needed to open the exit in the fourth room. The rooms with codes OOYOY and YOOOO are pretty straight-forward. OOYYO is a different kettle of fish, and the one many of you have requested help with. **5/**Once inside the room go to the far end, **6/**down the stairs and pull the wooden block. You will hear a huge crash. Go back up the stairs and into the room, **7/**it's pretty apparent where the noise came from. Climb to the top of the stairs where you now need to jump across the debris, **8/**to the exit on the opposite side. **9/**You now emerge above the very large aquaduct. Do a running jump across. **10/**You can wander this upper level if you want, but you need to return to this point for the next manoeuvre. **11/**Which is to lower yourself down to the level beneath. Halfway down is a ledge which contains a medipack and shotgun shells. On this level you need to jump from the second arch on the right to the diagonally opposite terrace. There are apes in the second and fourth alcoves, so be careful. **12/**At the second alcove from the end you need to prepare for the next step. **13&14/**Turn to the right and face the rock face. You need to jump across and grab onto the tiny ledge opposite. **15–18/**When dangling from the ledge, shimmy to the left until you can lower yourself onto the rock platform. **19/**Now turn to face the aquaduct and you will see a tiny passage way. Jump across and follow the passage. **20/**Be careful of the broken tiles. Slide down the slope and you will find yourself above the pool where you entered the level. Walk around until you find the other opening. Jump to the platform on the right, inside there is a pool. Shoot the crocodile before entering. Swim to the next room. From here it is possible to jump onto the roof of the temple. Where the last lead bar can be found. Hallelujah! From the temple, lower yourself and activate the switch inside. This opens the gates to the garden which is on the right of the start room. Climb onto the ledge at the far right of the garden, and into a cavern containing the Midas statue. Press the lead bars next to the hand of Midas, and they will be transformed into gold. Now in the possession of three gold bars return to the main arena with the five switches. Entering the code to access the fourth room YOOOY. Here you can place the bars to open the exit.





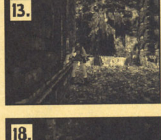
























WEAPONS

SHOTGUN

The main extra weapon to find early on in the game is the shotgun. This can be found in the Lost Valley level. Near the switch with the cogs face downstream. Walk towards the large gate. On the opposite ledge you will notice an object sitting next to the skeleton. That's your shotgun. Now go get it!

UZI'S

The Uzi's can be found in The Lost City Natla's Mines level.

MAGNUM

You won't get the magnums until you kill Pierre Dupont. That French guy with the goatee who keeps trying to kill you on the Roman levels. Although he keeps popping up through these levels, he won't die (no matter how many times you shoot him), until the temple showdown in the Tomb Of Tihocan. Once he's dead search his body. You will find the second piece of the Scion, magnum clips and a large medi pack. If you now look in your inventory, there are a pair of hard earned magnums!

GAME COMPLETION

Upon completion of the game you can enter what Core call Action Mode. In this version of the game you have infinite ammunition and all the weapons. Providing you found all those weapons the first time around.

That's all we're going to give you at the moment. Like we said before, to print a complete solution would spoil the game. However if enough of you are really, really stuck in a particular level. Write in and we will help you just that little bit more.






My name is Hunter and i am Toms dog and i give a bone to my favourite picture.

drawinz wot you dun

KEY

Pictures wot have been traced or copied or knocked up in 5 minutes get a turd. DON'T DO IT!

Originality, creativity, style, fun, and not copied straight off another magazine. DO IT MORE!

Hello my friends! It's Hunter here! The rightful possession of former Art editor Tom Cox.

Many things have changed in my life over the last year and a half, my home, my friends, my temperament and now my rightful father. Things will now be as they once were – no more Mr Nice Dog, more poo, less bones, and truthful (maybe hurtful) comments.



Super Ma 'Ryu' Kart, I ask ya, who does Graham Harris think he is? If I was his Dad I'd give him a good hiding and send him to his room with no dinner or TV.

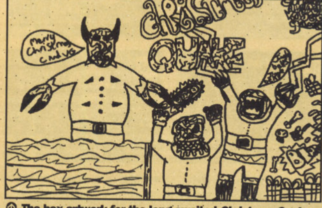


Excellent art thankyou Mr Rob McCabe, but unfortunately it's *MK* so no bone for you!!



Mario Kombat. Now surely you lot have got more imagination than this. If you haven't, send your art to another magazine! You too, Sam Tweed!!!

Nicely drawn, good humour. I'm not so sure how he's holding that weapon, but I'll let it pass Andrew Palmer. 'Crust Botch of Nature' indeed!



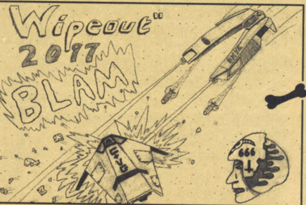
The box artwork for the long awaited *Christmas Quake* is here at last. Unfortunately you have infringed Ed Lomas' copyright and owe him £5,318,008 John Joseph Hudson.



Mario Fighter and *SF Kart* on the same page must be a mix up. Adrian Hawkins.



Cor! She's alright! If I was allowed outside the house I wouldn't wee on her lawn, or yours Kelly Turner.



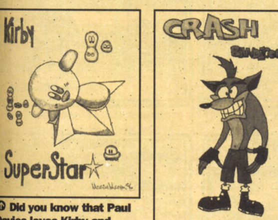
Now this is more like it. Action, weapons and a different game for a change. Nice one Cody Adam Yates.



drawinz wot you dun
FREEPLAY



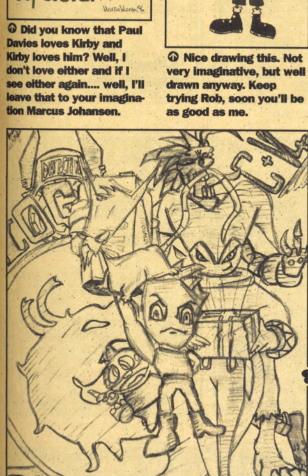
You lot out there are sick, especially you Mr Ross Dixon! You should be ashamed of yourself!



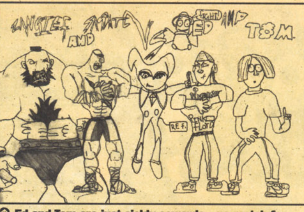
Did you know that Paul Davies loves Kirby and Kirby loves him? Well, I don't love either and if I see either again.... well, I'll leave that to your imagination Marcus Johansen.



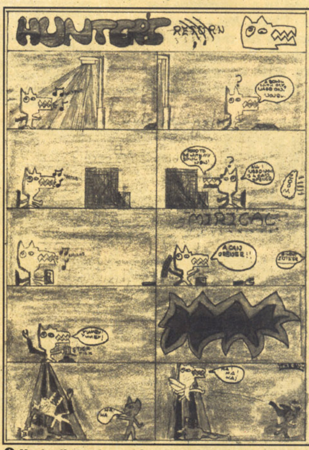
Nice drawing this. Not very imaginative, but well drawn anyway. Keep trying Rob, soon you'll be as good as me.



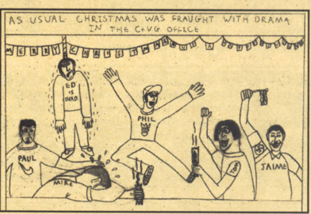
A tasty collection of video game greats in one single piece of artwork. Well done Andrew Wright.



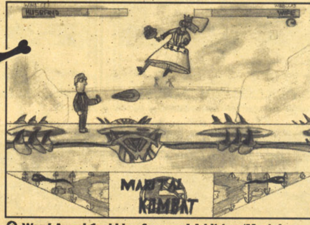
Ed and Tom are just sickly cowards – no match for any *SF* character or me, Antony Mackenna.



Hunter the cartoon strip may replace Drawinz if it's more popular. Thanks Ashley Richardson.



Those CVG guys crack me up! Why is Jaime dressed as Hitler? None of that thank you Cody.



Wow! An original idea for once! A bit too 'Mortal Kombaty' for my liking, but a nice try Rhys Goodwin.

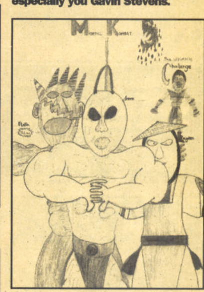


Another nice drawing, spoilt once again by the game. Last issue I promised not to print any more *MK*. Well this month I mean it, starting from now. It's the bin for anyone who disobeys. Donal Mac Tiernan.



Sonic 4, *Mortal Kombat 5*. Surely you horrible lot can do better than that. Next month only the most original artwork will be printed, however good or bad. You have been warned, especially you Gavin Stevens.

drawinz wot you dun



Mortal Kombat 5? *Mortal Kombat 5*? I'll give you *Mortal Kombat 5*. Actually, *MK 4* might be shown here really soon, so first things first eh Luke Mooney?



Send 'em in to:

CVG, Emap Images, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU.

Please make sure that your name is clearly printed on the back of your work. I'm sorry that we can't print all the work we get, but we do enjoy looking at it all! Art!



TOBAL NO.1™

✱ MOVE!

Unlike Tekken, all the characters in *Tobal* can step 'into' or 'out' in any direction they want. By double tapping in the direction desired, your character will dodge accordingly with your command.

✱ GRAPPLING!

Ever had that feeling that the '3D' beat 'em ups are really only 2D in action? You won't with *Tobal*! Depending on your location in relation to your opponent, your character will either perform either a collar hold, an arm lock, or a grab around the waist from behind.

✱ GRAPPLE REVERSALS!

If you're one of those players who hates cheap throws, *Tobal* has the solution to your problems. By pressing the throw buttons and down, your character will either: a) break from the hold, b) throw the opponent, or c) hit your assailant right in the chops!

With a name more fitting to a chocolate bar than a fighting game, *TOBAL NO.1* is one of the better fighting games for the PlayStation and combines some super smooth characters with instantly accessible gameplay. With its UK release date set for later this month, what better game to get the Yas Play Guide treatment, eh?

THE CONTESTANTS

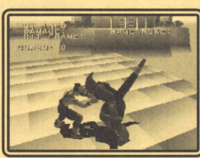
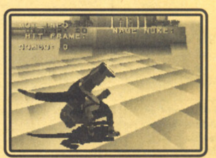
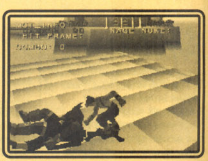
✱ CHUJI

As the lead character of the game, Chuji has a great repertoire with decent hitting power making him an ideal fighter to take on the rest of the *Tobal* crew. The only down side to Chuji is the fact that he has quite long recovery times on most of his combination moves, so make sure you don't leave yourself open!





arc kick into double jumping front kick – block + down + H, M, M

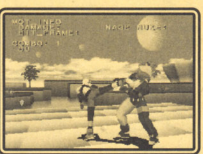




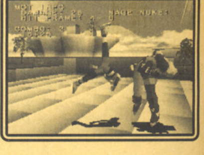
backwards body slam – while pulling opponent, back + throw

- ✱ double sweep into double front kick – L, L, M, M
- ✱ triple height attack – H, M, L
- ✱ break dancing sweep - drop kick – down + L, M
- ✱ double turning kick – block + H, H
- ✱ power back fist – right + M
- ✱ somersault kick – back + M
- ✱ triple jabs - mid hook – H, H, H, M
- ✱ triple height attack - double front kick – H, M, L, M, M
- ✱ drop kick – forward X2 + M
- ✱ reverse somersault kick – back X2 + M
- ✱ sweep - reverse somersault kick – forward + L, M
- ✱ backwards throw – while pulling the opponent, forward + throw
- ✱ stepping trip up – while pushing opponent, forward + throw
- ✱ neck throw – while pushing opponent, back + throw

✱ EPON

Speed and trickery is the name of the game for Epon. Her speedy combos make her a very hard contestant to grab and as long as there is variety to your attack pattern, your opponent will end up kissing the canvas more times than he would like to.





three hit cartwheel combo – block + H, M, M

- ✱ triple height attack – H, M, L
- ✱ four hit cartwheel attack – H, H, M, M
- ✱ spinning back kick – forward + M
- ✱ rising knee – back + H
- ✱ jump kick - spinning punch – forward + H, M
- ✱ sweep – block+L or forward X2 + L
- ✱ jab-double side kick – H, M, M
- ✱ spinning low knuckle – forward + L
- ✱ backwards throw – while pulling the opponent, forward + throw
- ✱ backwards body slam – while pulling opponent, back + throw
- ✱ step push – while pushing opponent, forward + throw
- ✱ face hug throw – while pushing opponent, back + throw

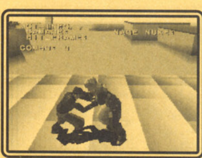
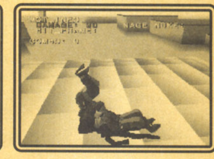
✷ GREN

If you're a fan of Enter the Dragon, like our Jaime, here's your chance to use the closest thing to a videogame incarnation of Bruce Lee. Gren might not look like the man himself but he specialises in rapid punch combinations and has a nice line in ring out throws.






axe kick – backX2 + M

DDT – while pulling opponent, back + throw

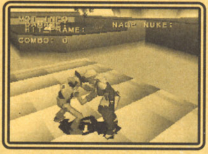
- ✷ triple jabs-double kick – H, H, H, H, M
- ✷ jab-double gut punch – H, M, M
- ✷ power turning kick – forwardX2 + M
- ✷ double gut punch – back + M, M
- ✷ triple turning kick – block + H, H, H
- ✷ double turning kick-double gut punch – block + H, H, M, M
- ✷ double turning kick triple height combo – block + H, H, M, L
- ✷ triple height combo – H, M, L
- ✷ sweep-golden heel kick – block + L, back + M
- ✷ somersault kick – from crouch back + M
- ✷ jumping uppercut – from crouch forward + M
- ✷ backwards trip – while pulling opponent, forward + throw
- ✷ forward trip – while pushing opponent, forward + throw
- ✷ neck throw – while pushing opponent, back + throw

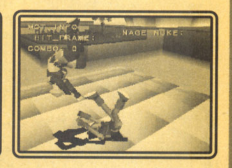
✷ HOM

Though his style is based on Fei's, Hom's moves are very slow to recover if they are blocked and can lead to massive energy drain – especially against a good counter character like Epon. That said, Hom has decent power compared to Fei, but wait for a gap in your opponent's attack before launching into a combo.



split kick-jumping uppercut – back + M, M





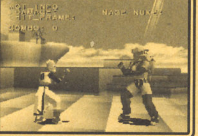
catapult throw – while pushing opponent, back + throw

- ✷ spin kick - infinite punch – block + H, M as many times as you want
- ✷ split kick-sweep-somersault kickback + M, L, M
- ✷ stamp kick - kuru rin punch – forwardX2, H
- ✷ triple height attack – H, M, L
- ✷ double heel flick – forward + L, L
- ✷ double front kick – forward + M, M
- ✷ DDT – while pulling opponent, back + throw
- ✷ backwards throw – while pulling opponent, forward + throw
- ✷ power bomb – while pushing opponent, forward + throw



✷ FEI

Hom's master has a decent repertoire and his speed is second only to Epon. His attacks can change height with the greatest of ease but watch out as his moves are rather weak and you will need to smack you opponent around several times before they go down.





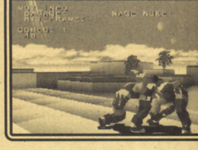
delayed dragon punch – M, M, M

- ✷ spinning reverse-dragon punch – block + H, M
- ✷ spinning reverse-sweep – block + H, M, M, M, L
- ✷ jumping spinning reverse-straight – back + H, M
- ✷ windmill attack – forward + H, H, H
- ✷ sweep-jumping spear – forwardX2 + L, M
- ✷ reverse body slam – while pulling, back + throw
- ✷ hell roll – while pulling, forward + throw
- ✷ hell drop – while pushing, forward + throw
- ✷ hell spin – while pushing, back + throw

✷ MARY

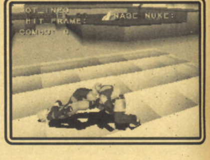
Mary is the typical wrestler type, meaning power for the sacrifice of speed and control. Once you get your opponent into a hold, they'd better kiss their energy goodbye but watch out though as once you commit yourself, you're in trouble if the move doesn't hit.



sweep-rolling punch – block + L, H





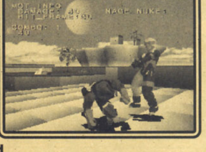
back smasher – while pushing opponent, forward+throw

- ✷ sobat – block + H
- ✷ triple height attack – H, M, L
- ✷ double axe handle – forward + M
- ✷ drop kick – forwardX2 + H
- ✷ double lariat – backX2 + M
- ✷ wild hook – back + M
- ✷ hook – back + H
- ✷ DDT – while pulling, back + throw
- ✷ back throw – while pulling opponent, forward + throw
- ✷ giant swing – while pushing opponent, back + throw

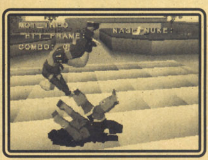
✷ ILL

The strongest of the 3 heavies can more or less finish an opponent including the last guy Udan in 4-5 seconds. It's best to start the round with a barrage of awkward medium headbutts and then, when the opponent becomes defensive, go for the kill with either a giant swing or a DDT.






triple headbutt – forwardX2 + H, H, H

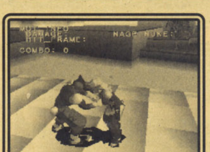
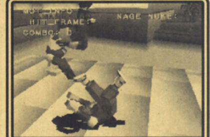
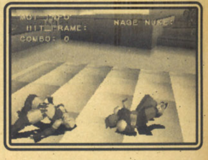




back throw – while pulling opponent, forward + throw

- ✷ triple height attack – H, M, L
- ✷ headbutt-ass slam – from crouch, M, M
- ✷ double fist – back + M
- ✷ super tail whip – backx2 + H
- ✷ power uppercut – backx2 + M
- ✷ knee smasher – forwardx2 + L, L
- ✷ knee smasher-butt – forwardx2 + L, L, M
- ✷ skull smasher-straight – forward + M, M
- ✷ triple punch combo – block + H, H, H
- ✷ double hook-uppercut – block + H, H, M
- ✷ double wild swing-straight – block + H, M, M
- ✷ triple height combo 2 – block + H, L, M
- ✷ DDT – while pulling opponent, back + throw
- ✷ hell drop – while pushing, forward + throw
- ✷ giant swing – while pushing, back + throw

✷ OLIEM

With good throws and damaging combos, Oliem is a good choice for you to move on to once you've become used to *Tobal*'s grapple system. A great all-rounder but his only downfall is his lack of long range moves.

back throw – pulling opponent, forward + throw

- ✷ high low back fist – block + H,L
- ✷ punch barrage – back + Hx7
- ✷ sweep – block + L
- ✷ palm strike-jump kick – forward + M, M
- ✷ uppercut barrage – back + M, M, M, M, M
- ✷ spinning knuckle-reverse somersault – back + H, M
- ✷ jabs-axe kick – H, H, H, H, M
- ✷ dashing headbutt – from crouch, forward + M
- ✷ jumping knee – from crouch, back + M
- ✷ DDT – pulling opponent, back + throw
- ✷ hell drop – pushing opponent, forward + throw
- ✷ giant swing – pushing opponent, back + throw
- ✷ back breaker – while grappling, back + throw

To access the following 3 fighters, you have to finish the four different quests in the quest mode but once they become selectable, they can be saved off onto your memory card.

QUEST MODE

ITEMS

Here's a low down on the items found in the quest mode.

POTION

A very useful item, so long as it's the right potion. However the colour of the potion changes every time you play the game, but once you've figured out which potion is what colour, remember it! All the potions can be used by your enemies too, so be careful. Here's the list of all the potions available:

LIFE MAX: Increases the capacity of the life gauge.

LIFE MAX DOWN: Decrease the capacity of the life gauge.

LIFE FULL: Refills the entire energy bar.

LIFE UP: Adds a little energy to the life gauge.

LIFE DOWN: Depletes a little energy off the life gauge.

POISON: Wipes out the entire energy bar.

DYNAMITE: Takes the player into hyper mode – like Saturn 'Vipers'!

FOOD

MEAT: The amount of energy replenished depends on the size of the meat consumed. Meat can also increase the power and stamina of the fighter.

CAKE: Increases the energy bar, but only a little.

BREAD: Increases the energy bar more substantially.

NOT SO OBVIOUS ITEMS

BLUE MOLMORAN: Worth 1 molmoran crystal.

RED MOLMORAN: Worth 5 molmoran crystals.

LAMP: Gives the player a complete level map instantly. Elevators are coded in blue and red while items are green.

CHERRY: Has the same effect as the Dynamite potion, but for only 20 seconds.

SKULL: Gives the player twice the power as usual.

✱ MUFU

Looking like a cross between a bloated Dhalsim and Michael Jackson in Thriller, Mufu is as strange as they come. His style is unorthodox to say the least and though he has a very long reach, his attacks are so awkward that it's hard to chain any moves effectively together. With only average power, Mufu is simply a novelty character.

- triple medium kick – back + M, M, M
- spring board punch – forward + M
- triple height attack – H,H,M,L
- double footed sweep – forwardx2+L
- hurricane kick – block + H
- power double fisted uppercut – backx2 + M
- DDT – while pulling opponent, back + throw
- back throw – while pulling opponent, forward + throw
- giant swing – while pushing opponent, back + throw
- hell drop – while pushing opponent, forward + throw

✱ NORK/SNORK

Once selectable, Snork/Nork is the strongest fighter in the game and should win most of the grapple matches. He may not have a great repertoire but his limited number of moves have a good chance of hitting and can cause hideous damage.

- triple windmill attack – block + H, H, M
- tantrum punch – forwardx2 + M
- infinite tantrum punch – forwardx2 + M infinitely
- power uppercut – backx2 + M
- sweep-table flipper – block + L, M
- hook – back + H
- knee capper – forward + L, L
- knee capper + table flipper – forward + L, L, M
- spinning punch – back + M
- DDT – while pulling opponent, back + throw
- back throw – while pulling opponent, forward + throw
- giant swing – while pushing opponent, back + throw
- hell drop – while pushing opponent, forward + throw

✱ UDAN

He may be the last boss but is Udan that great? Well, he's got a decent number of moves, can cause above average damage, and he's quite small. And that's his biggest flaw. High attacks may miss but Udan is the biggest sucker for medium strikes so watch out!

- one two – H,M
- rising double fists – forward + M
- spinning turning kick – forward + H
- hopping sweep – forward + L
- heel drop – forward x2+M
- ear attack – backx2+M
- lower ear attack – backx2+L
- head press – from crouch, back+M
- somersault kick – from crouch, forward + M or back + M
- drop kick – while facing back towards opponent, M
- double spinning reverse – block + H,H
- DDT – while pulling opponent, back + throw
- back throw – while pulling opponent, forward + throw
- giant swing – while pushing opponent, back + throw
- face hug throw – while pushing opponent, forward + throw

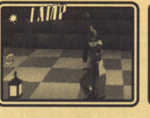


























BOOK: Gives information on any item as long as the player is holding the book. Useful for finding out which potion is which.

CRYSTAL: Has the same effect as the skull but makes the one hand useless once the crystal wears out so avoid it!

SCALES: If used in conjunction with any potions or food item it doubles the potency of the item.

POT: Can store up to six items and can be held in one hand but to use items inside, throw the pot.

CANISTER: Throw the canister and a pink grid will appear before your eyes.

GRIDS: A pink grid gives you a mystery item at the cost of five molmoran crystals while the blue grid exchange whatever item you have in your hand for some molmorans crystals.

WRITE FOR FREEPLAY

WRITE TO FREEPLAY AT THIS ADDRESS, BUT MAKE SURE TO WRITE ON THE ENVELOPE WHAT IT CONTAINS (HIGH SCORES, CLASSIFIEDS, FANZINES, ETC.)

FREEPLAY
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That's the end of another fantastic issue of FreePlay – YOUR section of CVG. If you've seen a section that you feel you can contribute to, send some stuff to the address at the top of the page! And, as we say every month, if you've got a great idea for a new section which will involve our readers, send that in too! FreePlay is YOUR way of getting in touch with other gamers all around the world.

HIGH SCORES

Who's the best gamesplayer in the world? If you think it could be you, send your best score, lap time, or achievement for any fairly recent game to FreePlay. If you can beat any of the records printed in this issue, let us and the rest of the gaming world know!

MOST WANTED

If you owned one of the top games companies, what game would you make? Would you die for *Monkey Island 3*? Do you want *Potty Pigeon 64*? Are you saving up your pound coins for *Street Fighter 3*? Whenever you send anything to CVG, give us your top 3 Most Wanted along with it.

ART

Drawins Wot You Dun is where Hunter the dog prints all of his favourite pieces of art sent in by readers. The bits he doesn't like are used to line his litter tray. Send in your best game-related pictures and comic strips for all of our readers to see!

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We want you to send in brilliant tips, cheats, and guides for the latest games. You get the chance to help thousands of other gamers, as well as contribute some information to the enormous Lomas Tips Brain.

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We know how strongly you feel about your systems. Most of you love one machine, and hate the others. FreePlay Fan is where you get the chance to tell our other readers the reason for loving one machine, one company, or just one game.

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